



Presents

Dark Despair

Part Two of the Gathering Darkness Campaign

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Introduction

Dark Despair is the second instalment of the **Gathering Darkness** campaign. Unlike the previously released **The Rising Shadow**, this publication will present less background material and more adventure. The **Pfeildorf** sourcebook is a companion to **Dark Despair**, though a GM will not necessarily need the former to run the latter.

Background information accompanying this scenario can be found in the Appendices at the end. The information is intended for the GM's use, though she can elect to provide any or all of this to the Players as desired. For ease of use, a Player's version of the map is included in this manuscript.

Dark Despair

GM Notes

Dark Despair picks up where **The Rising Shadow** scenario ends. Having escaped the deadly creature in the forest, the PCs make their way to Eppiswald to await the boat that **Aldebrand Mössbauer** promised to send for them. The arrival is still some days into the future (approximately two weeks after 26 Jahrdrung 2515).

Overview of Dark Despair

In **Act One- Night at the Abbey**, the PCs return to Eppiswald. A number of the townsfolk will be curious as to what the PCs saw while in the forbidden forest, but no one is more interested than **Brother Emile Furtwängler** and **Captain Heinz Weill**. The PCs will be summoned by the two in order to give their account of their experience. The PCs will be given accommodations at the monastery, more out of Captain Weill's desire to keep them where he can watch them than out of concern for their well-being. The PCs will also have a meeting with Brother Gustavus Böll, the old blind monk with a secret, days before one of them has an audience with the witch-hunter, Klaus Werner. The PCs then spend time in the town of Eppiswald awaiting the boat to carry them off to Pfeildorf.

In **Act Two- Strangers in the Night**, the PCs travel on the Cold Water from Eppiswald to Pfeildorf. Along the way, the PCs learn about the

dangers lurking on the river. They also find themselves the target of an attempt on their lives. The attack might be considered a random act, but there is evidence that they were singled out. In Meissen, the PCs meet Karelia Meitner, an associate of Aldebrand Mössbauer sent to escort them to Pfeildorf. As the PCs near Pfeildorf, they find themselves being followed by strangers.

Act Three- Murder in Pfeildorf finds the PCs in the town to meet **Aldebrand Mössbauer** and collect the balance of their pay. Things pretty much unravel at this point as murder of their employer places the PCs in peril. They find themselves the target of unknown assailants and must survive long enough to learn who their enemies are as well as their friends.

Prologue

Once they have reached Woodcutter's Track, the PCs are able to consider themselves safe from danger. If they have exited the forest along Schaller Brook, the PCs will be about 8 miles or so from Eppiswald. Travel along the footpath from the village of Todtmoos through Kluftern should be faster than cutting across the fields around Kluftern, especially if the PCs are injured.

On the other hand, the PCs might recall Brother Emile's request to stop by the Abbey and share what they have learned from their journey into the woods.

Act One - A Night at the Abbey

Wherein the PCs leave the old forest of Eppiswald to report what they have uncovered in the woods to several interested parties. In turn, the PCs learn some information about the various organisations within the Church of Sigmar.

Todtmoos

By the time the PCs depart the old forest, the villagers of Todtmoos have heard rumour of the PCs trek into the haunted wood as well as a brief description of the (assumed-to-be) doomed group. Many have assumed the worst and are quite surprised if the PCs enter the settlement during daylight hours. The folk stop whatever they are doing and remain silent while the PCs pass. The situation should be fairly creepy to the PCs, but the villagers mean no harm. After all, they did not expect anyone to emerge from the forest.

If any PCs have been wounded, an old crone brazenly approaches them. She introduces herself as Agnetha Cranach, healer (wise woman) of Todtmoos, and asks the healthier PCs to escort those with the worst wounds into her nearby home. She will not take “no” for an answer. PCs with the *Identify Plants* skill notice that wolfsbane hangs on the lintel alongside garlic. Bits of iron are also nailed above the door and windows. The interior of Cranach’s small home is pretty much in shambles with various local herbs hanging from the ceiling as they dry. The air within the walls is pungent with a mixture of aromatic scents.

Agnetha has lived in Todtmoos for nearly 40 years, having arrived as an outsider. She is nearly 80 but very spry. Agnetha is considered by many of the villagers to be quite odd. Even though she does not have any local family, the villagers affectionately call her “Grandmother.” Should the PCs suspect Agnetha to be a witch or some sort of wizard, let them speculate. She is nothing of the kind, but she will do nothing to dissuade the thought. It brings her attention and

intimidates others in a rather strange way (pretty much keeps others at some distance).

Agnetha is also nosy and asks the PCs many questions – including very personal ones – while attending to the wounded. She requests no compensation, but accepts anything the PCs may graciously give her. When she has finished her ministrations, Agnetha kindly asks the PCs to be on their way.

Should the PCs arrive at night, the village is dark and quiet, except for a few dogs barking at them. If the PCs stand about, those with the *Sixth Sense* skill will start to feel the eyes of the villagers stare at the group from the safety of their homes. Most are wary of outsiders prowling about in the dark and will come to the aid of anyone who is accosted by the strangers.

Kluftern

Like the larger village of Todtmoos, people in Kluftern have heard rumours of the foolish group that ventured forth into the haunted forest. If the PCs were stopped in Todtmoos during daytime, a young boy will have already arrived in Kluftern with news of their emergence from the Eppiswald Forest.

By the time the PCs arrive, the villagers have gathered to gawk at the strangers with more courage than sense. The PCs might get the impression that the folk are unfriendly, but the people of Kluftern are not quite sure what to make of the PCs. Eventually, a middle-aged, round-bellied man steps forward and introduces himself as Mayer Eberts, headman of Kluftern. He welcomes the PCs to the village and offers them a pint of beer to quench their thirst. The beer offered is weak ; the same cheap fare one gets at a tavern, but better than drinking the waters of the Söll.

If the PCs accept Mayer’s hospitality, he leads them to the small building that doubles as the village hall and tavern. Mayer also serves the village as brewer and cooper (he gets his wood

from Todtmoos). Should the PCs wish to pay, they can purchase a pint of Mayer's darker, strong brew for 1/4.

Like most of the other villagers, Mayer is curious about news and gossip. He asks the PCs many questions about their venture into the woods and anything else he deems interesting. The discussion only lasts an hour, or until the PCs have had enough. Mayer has other things to do (like spread whatever information the PCs impart to the other villagers) and bids the PCs a good day once the conversation ends. Should the PCs decline to answer any questions, Mayer apologises for his unseemly behaviour and expresses hope that the rest of their journey be uneventful.

If the PCs passed through Todtmoos during the night or skipped it altogether, the folk of Kluftern do not know of the PCs' arrival from the forest. Though the villagers are surprised, they recover quickly enough to send word to Eppiswald (another young boy is dispatched to run his legs off with the news).

Abbey Calling

Whether or not the PCs were seen by villagers in either Todtmoos or Kluftern, news of their arrival in Eppiswald reaches the ears of Captain Weill soon enough. In the meantime, the townsfolk are just as inquisitive as their neighbours to the east. If the PCs are on good terms with Hilda Böhme of the Inn of King Toad, the innkeeper might give them each a pint of Söll Amber on the house.

If the PCs have not bothered making their way to the Abbey of Saint Ewald, Captain Weill and four of his men appear to escort the PCs there. Captain Weill does not take 'no' for an answer and, if need be, tersely reminds the PCs of Brother Emile's request for an interview. The Captain is not impressed that the PCs chose a more circuitous route on their return rather than reporting to the Abbey straightaway.

Should the PCs instead choose to approach the Abbey along Woodcutter's Track once they

emerge from the haunted portion of the woods, they hear odd sounds seemingly paralleling their movement along the path. PCs with the *Sixth Sense* skill feel they are being watched for about two miles. Though they can not see it, the PCs may rightly conclude that the Guardian is watching them, waiting for them to turn eastward off the road so it can attack them again. When the PCs approach the path leading to the Abbey, Captain Weill greets them with his patrol of four men, riding from the direction of Lenzfeld. If any PC is badly wounded, the Captain orders one of his men to dismount and allows the wounded person to travel on horseback. Weill informs the PCs that Brother Emile is looking forward to discussing what they have found.

In either case, Captain Weill mentions that the Abbot has ordered that accommodation be offered to the PCs as well as healers, if needed, so that they may recover from their journey. Should the PCs balk at the Abbot's gracious offer, characters with the *Etiquette* skill realise that refusal may not be a wise course of action. If none of the PCs come to this insight, Captain Weill adds that it would not be prudent to refuse the most powerful man in the Enclave. He then suggests (with some sarcasm, if warranted) that he could simply take them into custody.

The PCs are ushered through the gates unto the grounds of the Abbey. Should any PC need medical attention, Captain Weill instructs two of his men to take the wounded to the Abbey's infirmary. The Captain introduces the healthy PCs to Brother Gregor, a rotund middle-aged monk outside the dormitory. He informs the monk that they have been extended the Abbot's hospitality. Brother Gregor nods and instructs the PCs to follow him. Even though the Abbey only houses male monks, there are no rules prohibiting female guests from staying for a short visit. Accommodations are made to keep female guests separated from the monks so as not to distract them from their work.

Before he guides the PCs to their accommodations, Brother Gregor apologises that the cells are quite

small and sparsely furnished. He explains that each contains a pallet for a bed with a thick quilt of down and a small table, upon which a pitcher of water and bowl has been left for the PCs to clean themselves. Brother Gregor also mentions that the PCs' cells are adjacent to one another in an unoccupied corner of the dormitory to afford them some privacy during their stay.

In addition, Brother Gregor informs the PCs that they will be provided meals in the Refectory after the monks have eaten so as not to distract the Brothers from their prayers and chores. The monks eat after the canonical hours of Prima (usually between 5:00 and 6:00 AM), Sext (noon), and Vespers (6:00 PM). Gregor says with a smile that the monks tend to start and end their day early and he is certain that the PCs are not likely to keep the same hours. Brother Gregor tells the PCs that he will send young Brother Eberhardt to advise them when they can dine. He then apologises for the fare in advance. Brother Gregor explains that the monks eat basic food: mostly cheese, bread, and weak beer for breakfast and lunch with the inclusion of stew and weak wine at supper.

Moreover, Brother Gregor cautions the PCs to avoid interacting with the Brothers at all, as it may be considered disruptive to their contemplations and labours. Should they need anything, Brother Gregor tells the PCs to seek him, Brother Eberhardt, or Captain Weill's man at the gates. Finally, Brother Gregor asks that if the PCs feel the need to carry their weapons within the Abbey walls, they do so openly and securely to lessen the chance of an accident. Once he has finished setting the Abbey rules for the PCs, Brother Gregor inquires about each PC's background. He is not spying on the PCs, but is curious to know what brings them to the Abbey.

Brother Gregor does not believe any of the PCs are considering joining the Abbey. In the event a

PC tries to convince Brother Gregor that there is indeed an interest, allow a **Bluff** -10 test (+10 for *Charm*). The -10 modifier is due to Brother Gregor's scepticism. Should the PCs fail their bluff, Brother Gregor chuckles and asks the PCs' forgiveness for not quite believing they are serious. If the PC bluff passes, Brother Gregor informs the PC that he will set up an appointment to meet with his assistant, Brother Karl. Brother Karl will ignore the request unless the PC pursues it. In the event the PC does meet with Brother Karl, the discussion is short and the monk advises him to petition the Lector when they arrive at Pfeildorf.

After a short time, Brother Gregor shows the PCs to their quarters.

To say that the cells are small is an understatement. Each one is about four feet wide and eight deep and as Brother Gregor described. There are three pegs on the wall where cloaks, habits, or similar garments can be hung. Brother Gregor then takes his leave so that the PCs can settle down. As he departs, the monk reminds the PCs that Brother Eberhardt will summon them when it is time to eat.

Sidebar: The Roster of Brothers

To assist the GM, the following is a who's who of monks the PCs may encounter at the Abbey of St. Ewald and the town of Eppiswald:

Brother Eberhardt- Young monk, minder for the PCs while they visit the Abbey

Brother Emile- Archivist

Brother Gregor- Cellarer

Brother Gustavus- Elder, former Archivist

Brother Karl- Gregor's assistant, secret member of the Sacred Hammer

Brother Simon- Young monk, delivers letters to boatmen for transport to other temples.

Brother Tobias- Secretary to Abbot Dürer

Captain Heinz Weill, Captain of the Lector's Guards

Heinz Weill has been a member of the Lector's Guards for over twenty years and was elevated to his current rank six years ago. He is a watchful man and a good judge of character. While friendly after a fashion, Captain Weill does not forget his duties nor is he too trusting of people he does not know (and it takes the good captain some time before he "knows" any one). He has heard rumour of hidden treasure in the forest, but does not put much stock in that story. Captain Weill is loyal to both the Lector and Abbot.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	64	5	6	13	52	3	41	75	44	74	46	52

Skills: Disarm, Dodge Blow, Gamble, Heraldry, Ride-Horse, Secret Language- Battle, Sixth Sense, Specialist Weapon (Two-Handed, Parrying), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Full Helm (1AP head), Mail Shirt (1AP body), Shield (1AP all over), Sword, Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition

Lector's Guard, Soldier

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	3	3	9	41	2	30	40	30	31	31	30

Skills: Animal Care, Disarm, Dodge Blow, Ride-Horse, Secret Language- Battle, Street Fighting, Strike Mighty Blow

Equipment: Mail Shirt (1AP body), Shield (1AP all over), Sword, Bow (R 24/48/250, ES 3, 1 rnd to load and fire) and ammunition.

Brother Gregor Adenauer, Cellarer of the Abbey (Trader, ex-Initiate)

The 40ish year-old Brother Gregor has been a member of the Abbey for the past fifteen years and has earned his way to the position of cellarer with the responsibility of ensuring that the Abbey is well provisioned. Unlike others in the monastery, Brother Gregor does leave the Abbey to conduct business with farmers and vintners in the Enclave. He is friendly and talkative, though not to the point of forgetting his place within the Abbey. If need be, Brother Gregor can keep secrets.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	40	31	3	3	7	42	1	36	32	48	41	43	47

Skills: Evaluate, Haggle, Numismatics, Read/Write (Breton, Reikspiel, Tilean), Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton, Tilean), Theology

Equipment: Medallion of the Hammer with an inscribed anvil, Grey Monk Robes, Anvil Prayer Beads, Writing Equipment, Abacus

Appointment with the Archivist

With the departure of Brother Gregor, the PCs get some private time to sort through their situation. After the next mealtime for the monks, a rather thin, young monk approaches the PCs. He humbly introduces himself as Brother Eberhardt and informs the PCs that he is to escort them to the Refectory. Should the PCs reply that they have been to the Abbey before and know how to find the hall themselves, the young monk apologises for his presumption and rephrases his comment, stating that he has been appointed to accompany them to their meal.

Brother Eberhardt understands his charge and will not be persuaded to abandon his responsibility. PCs with the Etiquette skill understand this situation and realise that undermining the monk's task will reflect poorly on the PCs.

On the walk to the Refectory, Brother Eberhardt mentions that Brother Emile has requested the PCs' presence at his office after their meal. The monk acknowledges that the PCs know their own way to the Scriptorium, but he is still bound to accompany them. PCs with the *Sixth Sense* skill may roll an **Observe** test (+10 for *Excellent Vision*) to notice one of Captain Weill's men observing them from the shadows of a nearby building. Should the PCs turn towards him, the man-at-arms walks away, ignoring any PC who call after him. In the event that the PCs accost the soldier (Herpin Butenandt of Rohrhof) he tersely insists that he was simply relaxing before retiring to the outside barracks for the evening. Herpin will not take kindly to being called a liar or a spy.

In reality, there is concern that the PCs may have been affected by their experience in the haunted woods, whatever that experience might have been. Not taking any chances, Captain Weill has instructed his men to keep an eye on the PCs and report back to him. The Captain is not concerned if the PCs realise they are being watched. Should his men's supervision keep the PCs on their best behaviour, then Captain Weill has accomplished one of his goals.

The meal awaiting the PCs is exactly as Brother Gregor described, though tastier than they perhaps expected (not quite to the standard of the fare at King Toad, but the price is probably more to the PCs' liking). Brother Eberhardt stands patiently nearby, but not so close as to cause the PCs any discomfort. If asked to join them at the table, the monk politely declines as he has already eaten.

Once the PCs have finished dining, Brother Eberhardt is ready to accompany them to Brother Emile's office. Should the PCs delay for no particularly sound reason, the monk reminds them that the hour grows late and, as guests, they should be mindful of Brother Emile's senior position within the abbey. This is the extent to which Brother Eberhardt will urge the PCs to meet their obligations.

When the PCs arrive to meet Brother Emile in his cluttered office, the archivist asks Brother Eberhardt to inform Captain Weill that his meeting with the PCs is about to commence. Brother Emile explains to the PCs that the Captain is also eager to hear what they have to say. The PCs might object if they have taken offence to the Captain's man watching them. With a wily smile, Brother Emile confesses that both he and the Captain are concerned there might be some lingering effect on the PCs from their journey in the haunted woods. The archivist implores the PCs not to resent this measure; it is only intended to ensure their peace of mind.

While waiting for the Captain to arrive, Brother Emile engages the PCs in small talk. Captain Weill arrives moments later and apologises for the time he's taken. Brother Emile begins the interview by asking the PCs to describe their journey within the old forest. [GM Note: The PCs may have earlier opted not to be forthcoming with certain details of their wanderings. Brother Emile does not question any inconsistencies during the first interview and he has previously cautioned Captain Weill to follow his lead. The archivist plans on discussing their story with the Captain after the PCs have retired for the evening.]

Brother Emile is particularly keen on information regarding the following (should the PCs mention such):

- The condition of the Sigmarite temple in the ruins of Dergenhof
- The ghostly scene in the long-abandoned town
- The reference to the Eighth Theogonist
- The scene depicted in bas relief in the temple's cellar
- The pumpkin-headed creature and its powers
- The evidence (journal papers and the ring) the PCs found

Given his responsibility to protect the Abbey and the monks, Captain Weill is mainly concerned about the pumpkin-headed creature's martial prowess and otherworldly powers.

In the course of the discussion, the PCs may ask questions of their own. For many of these questions Brother Emile will not likely have an answer that satisfies the PCs. Examples of his answers may include:

Q. Why would Sigmarite witch-hunters ride down and slay priests of Sigmar?

A. From what I understand of those times, it is likely that the "priests" in Dergenhof had either been corrupted or fallen into dark sorcery. As I may have mentioned before, Gottfried von Mauchen led a contingent of Templars of Sigmar against vile covens in the area, so the ghostly apparitions you have seen may be the remnants of that event.

Q. Who was the Eighth Theogonist?

A. His name when he ascended to the office was Bron I. He succeeded Grand Theogonist Eadrik I, whose reign was marked by doctrinal disputes.

Q. Why would the Eighth Theogonist be invoked at the temple in Dergenhof?

A. I am not certain. Though the records from that period are few and contradictory in parts, there was nothing noteworthy about Bron's time as Grand Theogonist. The doctrinal disputes

were not resolved and he did not occupy his position for long, maybe three years. There might be more documentation at the Sigmar Temple in Pfeildorf.

Q. What was Bron's predecessor like?

A. By the few accounts I've read, Eadrik was not at all like his more determined and focussed predecessors. He had some difficulty with several sects that emerged at the time he came to power.

Q. Why would a stone circle be significant to a Grand Theogonist?

A. I really have no idea. Stone circles are normally associated with the Old Faith and, in some places, with the worship of Taal and Rhya. There is nothing in the Church's theology that places any importance on such structures.

Q. What could the pumpkin-headed creature be? Some sort of mutant sorcerer or demon?

A. Given your description, I can only conclude that the creature is some sort of summoned demon brought to this world by the corrupt priests whose spectres you saw in the ruins of Dergenhof.

Q. Can someone at the Abbey destroy the creature?

A. I doubt we have the power to do so. I will confer with Abbot Dürer. It is likely we would have to seek help from either Lector von Mauchen or the Temple of Sigmar in Pfeildorf. Perhaps you can carry a letter from the Abbot to the Temple when you depart for Pfeildorf. **[GM Note: The PCs' upcoming trip to Pfeildorf has become public knowledge around Eppiswald and the Abbey.]**

Q. Can you tell us about this ring we found?

A. It's a signet ring made of silver. It is commonly known that the image of the owl represents Verena. And by the initials of FL, I assume you discovered the fate of Doktor Friedermann Lessing. Did you honour him by burying his remains?

Q. What do you make of the writings we have in our possession?

A. They are quite... interesting. I have never heard of a sect venerating Grand Theogonist Bron I, much less one called the Order of the Sacred Hammer. There have been a number of heretical sects within the Church's 2400 year history, with a few rumoured to still exist in remote areas of the Empire. I will research this aspect of Sigmarite history to see what I can uncover.

At this point, Brother Emile concludes the interview as the PCs have given him much to consider. He grants the PCs his leave for the rest of the day, but says he will likely send for them to answer follow-up questions. The archivist asks Captain Weill to remain after the PCs leave as there are a few things to discuss.

Should the PCs decide to watch Brother Emile's office after their interview, they will see Captain Weill depart within fifteen minutes. He makes his way for the barracks at a leisurely pace. The Captain stops only to exchange a few words with the guard at the gatehouse.

Ten minutes after Captain Weill departs, Brother Emile leaves his office. The archivist folds his meeting notes and places them in his habit. Brother Emile then walks to the rectory where he meets with the Abbot for about an hour, reporting what he learned from the PCs.

Brother Emile will likely have follow-up questions for the PCs. He summons them at least once over the next three days and repeats some of the same questions. The archivist does this to ensure that the PCs accurately reported their excursion and to ensure he hasn't misunderstood anything. He is not attempting to trap the PCs although they might feel like he is.

Throughout the PCs' stay, Captain Weill and his men continue to keep an eye on them, watching for signs of unusual behaviour. Brother Eberhardt continues to serve as the link between the PCs and the monks of the Abbey, conveying messages and escorting the PCs to meals at the Refectory. The PCs should grow tired of the tedium very quickly. The benefits of free room and lodging should soon pale in comparison to the freedom outside the Abbey.

Brother Eberhardt Merkel, Monk (Initiate)

Brother Eberhardt is young, in his late teens. He was recently sent to the Abbey from the town of Meissen to continue his education and become a priest of Sigmar. Brother Eberhardt is an earnest fellow, but rather shy. He is especially awkward around women and intimidated by Dwarfs. Eberhardt has never seen an Elf before and will be a little nervous around such beings.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	28	3	3	6	31	1	36	30	32	34	33	32

Skills: Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Theology

Equipment: Medallion of the Hammer with an inscribed anvil, Grey Monk Robes, Anvil Prayer Beads

Brother Emile Furtwängler, Archivist of the Abbey (Scholar, ex-Student, ex-Initiate)

Brother Emile has been a member of the Abbey for the past 30 years, having made his way from scribe to illuminator to archivist. He retains a keen and inquisitive mind though he is in his late 50s. Brother Emile is not the adventurous sort, being too cautious to tempt fate. He is generally quite friendly to those who show proper manners and respect for the work of others. In contrast, the archivist has little time for bunglers and does not suffer fools gladly.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	38	3	3	8	61	1	42	36	69	45	66	41

Skills: Arcane Language-Magick, Art (Calligraphy, Illuminations), Astronomy, Cartography, History, Identify Plant, Linguistics, Magical Sense, Numismatics, Read/Write (Breton, Reikspiel, Tilean), Rune Lore, Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton, Khazalid, Tilean), Theology

Equipment: Medallion of the Hammer with an inscribed anvil, Grey Monk Robes, Anvil Prayer Beads, Writing Equipment

Nocturnal Wanderings

In all likelihood, the PCs will quickly grow bored of the regimented life in the Abbey. They may also get the feeling that they are unwitting prisoners, trapped by the “hospitality” offered by the unseen Abbot. Any petitions to be allowed to stay in town will be rebuffed. It is Captain Weill’s intent to keep the PCs where they can remain under surveillance and be available for Brother Emile’s questions until the Captain is convinced that there is nothing more to be gained from keeping the PCs in custody.

Breaking the Peace

The PCs might decide to make a nuisance of themselves and push for their freedom. If acting in too obnoxious a manner, Captain Weill could respond by placing the PCs in quickly constructed stocks or imprisoning them in a lock-up, which usually takes the form of a pit in the ground with an iron grate covering it. Minor offences could also result in the suspension of food privileges.

The PCs could decide to quietly cause disturbances by idly wandering about, perhaps splitting up. This will cause Captain Weill some consternation, requiring him to deploy more men to observe the PCs in the short run. The PCs might take to strolling about when the Abbey grounds are fairly deserted, either at night or during devotions. The first canonical hour is Matins, which takes place around 2:00 AM for the Night Prayer. Roving PCs can easily find that most doors are unlocked: the only exceptions are the door leading to the Abbot’s Hall and the gates to the Abbey.

Lurking around the Scriptorium

Brother Eberhardt’s duties assisting the PCs ends each day shortly before the canonical hour of Compline (which begins roughly at 9:00 PM). Should the PCs make their way to the Scriptorium during the early evening, they will see a light in Brother Emile’s office. The archivist works well into the night and retires to bed around 10:00 PM. He closes the door behind him and locks it before heading towards his cell in the dormitory. Brother Emile has

stacked his work on the chairs and desk in such a manner that he knows where everything is the next day.

In the event the PCs gain access to Brother Emile's domain, they find the office remains a mess. Any search of the office – no matter how thorough – will not yield anything of interest, not even the notes Brother Emile pocketed after his meeting with the PCs. The archivist has taken his written notes to his quarters for further consideration.

Any PC observing Brother Emile's office from the outside around 11:00 PM notices a lamp being lit in a room in the 15 foot square tower of the Scriptorium. They can easily spot a silhouette of a man at the window, but will be unable to discern much else. PCs with the *Excellent Vision* skill may take an **Observe** test to determine that the man in the window appears to be facing them and is elderly. The PC can dimly make out the light reflecting off the man's ears and the wisps of hair on his head. The figure retreats from the window after several moments.

The PCs may search outside the Scriptorium for a door leading to the tower. Unfortunately, the only entrance is through the Scriptorium. The exterior double doors are unlocked, so the PCs are able to enter without difficulty. Writing desks with quills, inks, and parchment cover the floor of the Scriptorium. Three doors exit the main chamber at the far end of the wall. One door leads to Brother Emile's office, but cannot be seen from inside his office because it's hidden by a bookshelf stacked with books, loose parchment, and other bits of clutter. As such, that door is bolted closed from the other side. The second door leads to a staircase that descends into the archival library below. This door is also locked (**CR** 10%) at night as a precaution. The third door leads to a winding stair ascending to the tower, and is unlocked.

PCs with the *Orientation* skill are able to quickly determine which door is at the foot of the tower.

Upon opening the door, they find the interior of the tower narrower than the exterior suggests. Characters may conclude that a corridor exists between the interior and exterior walls rather than the tower walls being over twelve feet thick. The interior of the tower is dimly lit by torches no matter the time of day as there are no windows along the stairway. The stairs ascend along the wall in a counter-clockwise direction until they reach a landing and closed door at the top.

Unknown to the PCs, there is actually a corridor within the walls, but it can only be reached from the library below. The Abbey stores its more sensitive published works within that hidden corridor. The door to this corridor is thick oak and has an intricate mechanism of three locks arranged vertically (**CR** 35%). Only the Lector, Abbot and Archivist have keys to this secret library, and all three keys are required. The order in which the keys are used is important. The key to the centre lock must be inserted before the other two keys can be used. Turning the central lock essentially unblocks the other two. The bottom key must be then turned before the top key in order for the door to be opened.

An Invitation from Gustavus

Should the PCs decide not to climb the tower stairs on the first night, or even wander about looking for something to do, a sealed note will be delivered to them by Brother Eberhardt in the morning. The note is from Brother Gustavus, but Eberhardt does not reveal this.

Handout #1

If it would be no trouble to your recovery from your wanderings in the Old Forest, would you do me the favour of a visit to my room in the tower above the Scriptorium tonight, at the hour the bell strikes 11?

Whenever the PCs make the trip up the stairs of the tower, the door will be slightly ajar. As a result of his blindness, Brother Gustavus has exceptionally good hearing. He will be able to determine the number of people coming to visit as well as whether his guests are armed and armoured.

The Elder of the Abbey patiently waits at the far side of the room as the PCs clamber up the stairs. The room is illuminated by a number of candles, lit by one of the younger monks before Vespers. Brother Gustavus does not need the light but he knows that it is more comfortable for others to enter a lit room rather than a dark one. Should the PCs slow their approach once they have noticed the slightly opened door, Brother Gustavus invites them to enter, "Come and visit an old blind man."

The PCs enter to find a fairly bare room with a nice bed along an adjacent wall and a small chest at its foot. A small chair and table are situated close to the fireplace where Brother Gustavus stands on a large rug.

"Welcome to my humble abode. I am Brother Gustavus, the Elder of the Abbey and once its Archivist. I do not know your names, but I have heard that you have journeyed into the Old Forest on a task of some sort. Please have a seat on the rug. I am sorry that I cannot offer you better accommodations for your visit. I would like you to tell me what you saw while in the Old Forest. Do not leave any details out. I promise not to tell Brother Emile or Captain Weill anything about our conversation," the Elder assures the PCs. "At the end of your tale, I believe I will be able to answer some of your questions."

Brother Gustavus patiently listens to the PCs without interruption, unless the PCs pose a question to him. Since the Elder has already heard from Brother Emile on the matter, the old man will know if the PCs omit something from their account.

Before Brother Gustavus is ready to answer questions, he asks the PCs if they have ever received a message from the gods in the form of a dream sent by Mórr. "Whether one follows all the gods, some of them, or only one; a person may be gifted with a vision from the Lord of Dreams that provides one with insight on a vexing problem or a sign about the future.

He listens to their reply, then continues:

"I have been recently blessed by one such dream from Sigmar. In my dream, I saw signs that portend your emergence from Old Forest. The dream also carried a warning of peril and death that await you if you do not choose the correct path to unravel the mystery of a special hammer."

"In any event, I will answer your questions now. I should caution you, however, that I expect your utmost confidence with what we discuss here. Some of my responses will likely contradict what you have heard from Brother Emile. Brother Emile is a good man, but not quite so broad-minded about, shall we say, certain aspects of life. Should it come to light that you have carelessly betrayed my confidence, I would have little choice but to expose you as opportunistic and scandalous liars. I certainly hope that such an incident does not come to pass. Do we have an understanding?"

Sidebar: Brother Gustavus' Dream

The following provides more details of Brother Gustavus' dream. The symbolism is somewhat cryptic as such things generally are. Much depends upon how the dreamer wishes to interpret messages from Mórr.

The blind monk pauses for a moment before cautioning, *"The symbolism of the dream is not quite so straightforward as one might like, but it is ever so."*

He continues, *"In my dream I saw a group of small sparrows flying out of the Old Forest. Their number was the same as yours. As the sparrows found a perch overseeing the River Söll, an owl flew over them and dropped a ring into their midst. The owl then alit onto a nearby branch and said, 'Behold the ring. This token will take you on a perilous path to a special hammer. There will be many branches from which to choose. Be wise, lest you fall precipitously.' The owl then flew away leaving the songbirds to argue over his words. While they squabbled, a large hawk wearing a hood with the livery of a scarlet hammer pounced on and killed one of the sparrows with a hammer, scattering the rest. He then hunted down the others, killing them one by one with this weapon.*

One last sparrow remained, having fled into a thorn bush where the hawk could not get him. 'Come, little one, throw me the ring and I will let you live.' The frightened sparrow did as he was bade and tossed the ring over. 'Fool' jeered the hawk. 'You gave up the ring that would unlock the knowledge of the hammer's secrets. Though I allow you to live, it is only for the moment. I shall hunt you in my own time. Until I do, none will believe you whatever story you tell since you no longer have proof. When the time comes, you will welcome being devoured by me.' The hawk flew off with the ring laughing at the doomed sparrow."

If the course of this conversation becomes a bit too much for the PCs to handle, they may decide to excuse themselves and get quickly away from the senile monk. Should the PCs depart at this stage, Brother Gustavus bids them a safe journey when they depart for Pfeildorf. The old monk will not seek the PCs out again, though he will not turn them away if they later re-consider their hasty departure and wish to proceed with the discussion.

The PCs may present their questions in the same manner they did with Brother Emile. Brother Gustavus answers as follows:

On the scene with the apparitions

"I have little doubt that the 'priests' in question were corrupted in some fashion. Most likely during the Wizard's War as the Templars of Sigmar were quite active in this area at that time."

On the Eighth Theogonist

"Over the millennia, the Church of Sigmar has spun off different orders, such as the Orders of the Anvil, Torch, and Silver Hammer. Within these Orders are other splinter groups, a few of which over time crossed the line between new liturgical practices to heresy.

"Unknown to many scholars was one such group in the early years of the Church tied to one Wulfric, who was said to be the seventh in the line of Church leaders. In the official records of the Church, there was no such individual. The seventh Grand Theogonist was Eadrik I. If Wulfric existed, he has been expunged from the official Church records.

"In any event, I and a few other Sigmarite scholars have found this Wulfric was said to have reigned at a time of growing strife within the cult. He faced great opposition to his reforms, especially from the Church's hierarchy. Wulfric did have his supporters,

some of whom urged him to break with the Church. In the tale, rumours spread that this friction could lead to bloodshed so many priests armed themselves for conflict. A Council of several powerful Lectors even declared Wulfric deposed."

"All of a sudden, Wulfric vanished. The tale simply said that he was assassinated, but no, his followers carried him away to a secret place."

"What makes this story somewhat credible is that sometime in the middle of the fourth century, a small, clandestine sect came to the attention of Church officials. They called themselves the Order of the Sacred Hammer and venerated Wulfric as the Perfect Theogonist. The Church officials considered all who followed Wulfric to be illegitimate and the Order he headed corrupt. The profane Order believed that Sigmar had saved his beloved Wulfric from the murderous intentions of the Church. Part of their heretical doctrine stated that at the appointed time, the true eighth Theogonist would come with fire and sword to restore the cult and the Empire to its original purity."

"Of course, the Church of Sigmar could not allow this rabble of heretics to gain adherents. In a struggle that took nearly 200 years, the Order was systematically rooted out and destroyed. A large battle took place 2000 years ago in an area called "Faith's Cauldron," which saw the destruction of a good many of the Order's fighting force. No one knows where this place can be found."

On the Eighth Theogonist and the Dergenhof Temple

"I have no idea what the connection could be. It could mean that some remnant of the Order of the Sacred Hammer remained after all these centuries. If so, they were likely destroyed by the witch-hunters as depicted by the spectral scene you witnessed."

On the Eighth Theogonist and the stone circle
"That association is beyond my understanding."

On the pumpkin-headed creature
"Clearly a creature of evil conjured up by some demented mind of a wizard. Hopefully, Brother Emile will inform the Abbot so a communiqué can be sent to Pfeildorf in order to secure the services of someone who can vanquish the foul creature."

When the PCs get ready to depart, Brother Gustavus asks them to hold for a moment while he fumbles for something within his robes.

"I am not certain what your business will be in Pfeildorf, but if you desire to learn more about the Order of the Sacred Hammer when you are finished, there is a person whose knowledge on early Church history exceeds mine. Follow the trading route to Karak Hirn, which will lead you to the Merchant's Hall within the Dwarfhold. Inside that Hall is a tavern called the Black Crevasse where you should seek the barkeep. Tell him that Gustavus of St. Ewald sent you to meet Brother Barthelm. The barkeep will ask you for proof that you were sent by me. When he asks, give him this ring."

Brother Gustavus produces a silver signet ring from within his robe. Should the PCs examine the design, it depicts an anvil and quill. The old monk advises,

"Whatever you do, do not show this ring to anyone else, particularly not to a Priest of Sigmar. It's a ring signifying the Ordo Scriptoris, another heretical sect outlawed by the Church. I came into possession of it by means I will not discuss many years ago when I could still see. Brother Barthelm is a collector of such curios, even though their possession is considered a capital crime by the Church. You would do well not to let it be known you have the ring. You do not want to be mistaken as agents of the Ordo Scriptoris lest you be summoned to appear before the Holy Inquisition."

The PCs may decline to take the ring because of the danger. Brother Gustavus tells the PCs, *"Tell me, what do you know of this Aldebrand Mössbauer you serve? Do you trust him? In this world, it is best not to close all doors prematurely. Knowledge can be very powerful and you may soon need much more than I have imparted. Take the ring and keep it secret. You never know when you will need such knowledge as Brother Barthelm has."*

Should the PCs still refuse to take the ring, a disappointed Brother Gustavus bids them goodnight.

In the event the PCs inform authorities of the old blind monk's secret, Brother Gustavus insists that he knows nothing about said ring and counters that the PCs have falsely accused the Elder of the Abbey of heresy. A search of his person or the room will not reveal the ring. After the PCs departed from the tower, Brother Gustavus placed the ring back in its secret place behind a loose stone within the fireplace where it had remained hidden for decades.

Moreover, there was more to Brother Gustavus'

dream that he did not share with the PCs, as he feared that they would flee from their destiny. In his dream, the hawk did attack the sparrows, but they were not killed in the initial rush. The songbirds recovered and sought out the hammer, but the hawk was never too far behind them. Periodically the hawk would attack, but the sparrows continued on their course. The smaller birds realised that only by destroying the hammer could they hope to survive the hawk's attacks. In his dream, Brother Gustavus knew that if the songbirds failed, the hawk would kill and devour them. He also inexplicably sensed that if this happened, the hawk would take possession of the hammer and use it to destroy the Church of Sigmar.

With this concern, Brother Gustavus arranges to have one of the monks deposit the wrapped ring among the PCs' possessions. Knowing that his end is near, the old monk believes that helping the PCs succeed will amend for his past sins (including his secret membership in the Ordo Scriptoris). Unless they specifically search their equipment for something out of the ordinary, the PC receiving this unexpected gift should not find it until several days after the group leaves the Abbey.

Brother Gustavus Böll, Elder of the Abbey (Scholar, ex-Student, ex-Initiate)

Brother Gustavus has been a member of the Abbey for the past 60 years, previously serving as the Abbey's archivist. Now in his 90s, Brother Gustavus is blind as a result of cataracts. Still, he is not enfeebled and retains a sound mind. He considers Brother Emile – successor to Gustavus' successor – as a reasonably good man who is not inquisitive enough to become an outstanding historian of the Sigmarite faith. Brother Gustavus has kept many secrets from Brother Emile for fear the younger monk might not be able to restrain himself from telling those in authority.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	24*	10*	2	3	8	58	1	37	36	68	46	68	36

* Reflects an ability to strike or hurl improvised weapons such as knives and pottery based on sound.

Skills: Arcane Language-Magick, Art (Calligraphy, Illuminations), Astronomy, Cartography, History, Identify Plant, Linguistics, Magical Sense, Numismatics, Read/Write (Breton, Reikspiel, Tilean), Rune Lore, Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton, Khazalid, Tilean), Theology.

Equipment: Medallion of the Hammer with an inscribed anvil, Grey Monk Robes, Anvil Prayer Beads, Writing Equipment

Leaving the Abbey

After interviewing and observing the PCs for four days at the Abbey, Captain Weill and Brother Emile come to the conclusion that there is nothing more to be gained by providing room and board for the PCs. The two have accepted that any odd behaviour is a character flaw rather than demonic possession.

The PCs are summoned one last time to meet with the two men. Both Captain Weill and Brother Emile thank the PCs for their patience and truthfulness (whether they have been or not) in reporting their story. As a token of his gratitude, the Abbot has requested that each PC be given 30 shillings. The amount should be enough for the PCs to acquire the barest of accommodations at the King Toad in Eppiswald until the boat arrives to take them to Pfeildorf. If the PCs mention that the amount will not cover meals over that time, Captain Weill suggests (with a touch of sarcasm) that the PCs should consider finding work for the next week or so.

The King Toad

The PCs might consider looking for employment at the King Toad. Hilda Böhme is not seeking anyone long-term, but she could use help setting up a booth for the upcoming Mitterfrühl festivities (within a day or so of when the PCs leave the Abbey) as well as dismantling it afterward. Hilda will provide a free breakfast and lunch for three days to those who accept the employment she offers. Hilda typically brings forth four to five casks of Söll Amber and another four of her standard ale (which she opens after the better quality ale is finished). Hilda does not need help on the festival day since her children are up to the task.

A PC with some talent as an entertainer – particularly storytelling, singing or playing an instrument – has a reasonable chance of finding temporary employment at the King Toad. A simple **Fel** test with the appropriate skill-based modifier can determine how well (or poorly) the

PC fared. Since Eppiswald is a small town, a successful night might gain the PC an equivalent of 2D10 shillings while a bad night would result in Hilda quickly removing the offender as some of her patrons rise to leave.

Hilda keeps an eye on any unemployed male PC who loiters about the King Toad. She is concerned that such an idle person could be a distraction or potential risk for her young and somewhat impressionable daughters (Alfrida, Anna and Käthe). The last thing Hilda wants is for any of her daughters to take up with a rootless transient. In general, male PCs must be careful of romantic encounters with the locals lest they find themselves facing a forced marriage or some sort of restitution to quell an offence.

Temporary Employment

Though it is only a week or so before the boat from Pfeildorf arrives for the PCs, it may be necessary to find other mundane means of making a few shillings to pay for meals. Temporary work will not be enough to justify a PC changing careers, but it could be added to experience gained elsewhere (such as working on the boat that takes them to Pfeildorf). The GM makes the final call on whether a PC has done enough to take on a new career.

PCs with the career of Artisans' Apprentice or Tradesman could easily find some work with the blacksmith Fritz Lang, carpenter Edmund Waldmann, Chandler/Butcher Peter Adenauer, or weaver/tailor Lotte Waldmann. Those with experience on the rivers could find short-term employment with boatman/fisherman Adolf Loeb. PCs with an aptitude for herbalism or healing could find work assisting the town's the local priestess of Rhya and town herbalist, Renata Bauer. There are one or two local women who will need the services of a midwife during the PCs' short stay. PCs with a background in the use of weapons – such as militia, mercenary, or soldier – may be able to

reach an agreement with Captain Weill to join his men in patrolling the enclave.

In general, the PCs should be paid as unskilled workers, with the following as the going daily

rate for type of work:

Artisan	10/-
Entertainer	5/-
Labourer	7/-
Servant	6d

Sidebar: Riverside and Coaching Inn Prices

The riverside Inn of King Toad in Eppiswald is typical of the inns one finds along the rivers and roads of the southern Empire. With some small variations, the other inns in the region charge the following prices:

Fare

<u>Breakfast</u> 1/6	<u>Lunch</u> 2/-	<u>Supper/dinner</u> 3 to 6 shillings
Typically a bowl of porridge, wedge of cheese, a piece of dark brown bread and a pint of standard (watered-down) ale	Typically a bowl of vegetable stew with an occasional piece of mutton, wedge of cheese, a piece of dark brown bread, a slice of fruit (usually apples or pears, sometimes candied) and a pint of standard ale.	Same meal as lunch with the additional a side of vegetables (carrots, turnips, potatoes) and slice of mutton, pork, or chicken. For another 8/-, a customer can get a joint of meat, half a chicken, or three eggs.

Standard Ale, pint	9p
Quality Ale, pint	1 to 2 shillings
Standard Wine, bottle	12/-
Quality Wine, bottle	20 to 30 shillings

Lodging (per night)

Private Room for 4	1 GC
Common Room (table)	2/-
Common Room (bench)	1/6
Common Room (floor)	1/-
Stables	1/-a night

The common room is typically locked at midnight and opened again at 6AM.

Festival of the Spring Queen

Mitterfrühl marks the Spring Equinox and the start of the planting season in the southern Empire. This day is also celebrated as a holy day for the cults of Taal and Rhya, Ulric, Deanosus, and Valaya. The grander festivities are held in Eppiswald, while Gutach and Kluftern host smaller celebrations. Folk from the nearby village of Rabenden cross the Söll to attend the merriment in Eppiswald.

Gainful Pursuits

The festival provides an opportunity for those PCs with skills as entertainers and thieves to make a little money. For thieves, there are risks.

Through gossip, many of the folks hereabouts know of which local thieves to be wary. If these individuals are not in the vicinity when crime is committed, then clearly it was perpetrated by a nearby outsider. Thus, a botched thieving attempt by a PC will result in a hue and cry for the suspect to be apprehended and tossed into the lock-up behind the King Toad for trial. The lock-up is a ten-foot deep hole in the ground with an iron grate covering the opening. The ground is a bit damp in the spring given level of the water table. Successful thieving attempts gain about D6 shillings worth of shillings or pennies per victim.

Vendors

The staff at King Toad (which is closed during the day) has set up a booth to sell both beer and food. Other residents set up places to sell their crafts as well as other foods, particularly salted meats, dried fruit, cakes and breads – all of which represent the last of the winter stores. Two travelling pedlars – Karl Buber and Simon Hofer – have arrived from opposite directions to sell their wares at the fair.

Festival Activities

The festival is a time for people in the area to get together to exchange gossip, settle debts, arrange marriages, and visit with relatives from other villages. A number of games can also be found at the gala. There are spear throwing contests (which count as part of the obligatory training for members of the Enclave militia) as well as pie eating. There are other games of skill -- like walking across a tightrope in order to gain a kiss from a maiden – and those of chance. The cost to enter such games ranges from four pennies to a shilling



Young men who attend also divide themselves up into teams to play a game called football in the town common. This game is essentially snotball, but with a tough leather ball rather than a snotling bound tightly by leather

straps into a ball. The lack of a snotling reduces the excitement of the game, but the players make up for it by playing quite a bit rougher than the teams in the larger city leagues to the north. Knocking over an opponent is considered part of what little rules exist. The winners of the competition receive a ribbon and kiss from the Spring Queen, while the best player of the winning team might be named as Festival Consort.

Ceremonial Preparations

Abbot Dürer arrives at the gathering around noon with some of the monks from the Abbey. His formal task is to provide the opening prayers to the gods being honoured and the blessing at the end of the day's festivities (generally around 5 PM, though the celebration continues into the night). He is joined by Renata Bauer, who represents both Taal and Rhya.

The Abbot also gets the informal task of selecting the Spring Queen from a number of young girls (generally those who have reached the marriageable ages of thirteen to fifteen) from Eppiswald and the nearby villages. A crowd gathers to shout out their approval for their favourite local girl taking part and, though it is considered discourteous, hisses any disapproval. The entire contest takes about twenty minutes or so, a faint echo of an older ceremony where the Spring Queen was expected to take part in a fertility ritual with her named consort in the evening before the latter was sacrificed in a midnight ceremony to ensure a bountiful harvest. The winner of the contest to be Spring Queen is Karoline Lang, a young lass from Rabenden.

Arrival of the Witch Hunter

In the late afternoon, a silence descends upon the festivities. Three grim horsemen casually ride into the village from the southeast along the River Söll. The quiet revellers quickly move out of the horsemen's way so as not to incur their displeasure. The newly arrived visitors will not stop for anyone witless enough to stand their ground. PCs standing in the path of the horsemen should also move out of the path. Any PC foolish enough not to move must make an **I** test or be trampled for 1D2 S3 hits.

The rider in the lead wears a wide brim black hat and black clothing. A device of a hammer over a twin-tailed comet can be seen on his tunic through the opening of his cloak. Any PC with the *Heraldry* skill recognises the rider as a witch-hunter of Sigmar. One could easily conclude that his two companions are men dedicated to his service

Sidebar: Participating in the Festivities

PCs may decide to actively participate in the games of skill rather than simply watching them. In order to speed play, the GM might want to pre-determine the results of NPC participants prior to the game session, allowing the PCs to be the only ones who are rolling for their results.

Spear Throwing- Distance: Each participant gets three throws for an entry fee of six pennies. The thrower with the longest distance wins the purse of five shillings (or less if there are not enough participants). Distances of the spear throw can be determined by the following: 10 yards + **S** of the thrower + D6. In the event of a tie, the cumulative distance of another three throws are used to determine the winner. Participants should still roll **BS** in order to see if they fumble their toss.

Spear Throwing- Target: Each participant gets three throws for an entry fee of six pennies. A three foot radius target is placed about 8 yards (long range). Participants roll **BS-10** (modifier for the long distance) to hit the target. Bullseyes are determined by a **BS** roll of 01-05. The most bullseyes win a purse of five shillings (or less if there are not enough participants). If no one throws a bullseye, then the winner is determined by the most throws hitting the target. Should there still be a tie, then the involved participants continue to throw spears until there is either a bullseye or one person hits the target while the others fail. The judges do have the option of splitting the purse if the contest lasts too long.

Spear Throwing- Combine: Each participants gets three throws for distance and accuracy. The entry costs six pennies with a purse of eight shillings (or less if there are not enough participants). Participants roll **BS-20** (modifier for the extreme long distance) to hit within one yard of either side of the target line. A **BS** roll of 01-05 results in the spear embedding itself on the line. Distance is determined by the following: 6 yards + **S** of the thrower + D10. The winner is determined by the furthest throw that hits the line. If none land on the target line, then the winner is determined by the furthest throw within one yard of the line.

Kiss the Maiden: Entrants pay two pennies for a chance to kiss a maiden (generally one of the better looking young women in the area). The 12-foot tight-rope is only one foot off the ground so entrants are at little risk for injury should they fall off (an **I** roll of 96-00 means that the entrant fell awkwardly and suffer 1 **W** irrespective of **T**). To successfully reach the maiden, entrants must pass a test at half their **I** characteristic. Character with the Acrobat skill test against their full **I** attribute.

Pie-Eating: Contestants pay two pennies for a chance to win a free dinner at King Toad. The contest is to eat as many pies as one can in a three minute span. Contestants can eat a number of pies equal to their **T** attribute. Before the contestant can eat another pie beyond this number, he must first successfully pass a **WP** test. Once the pie is eaten, the contestant must then pass a **T** test to keep it down. A cumulative -10 modifier should be applied to each of the succeeding tests of the appropriate characteristic until the contestant can no longer stomach another pie. A failure of 30 or less simply means that the contestant barely keeps the pie down, but cannot continue in the competition. A failure of greater 30 means that the contestant is forced to run from the scene before losing the contents of his stomach. The winner of the contest is awarded a small carved wooden pie that they can trade to get the free dinner within three days.

Rope Climbing: Four 15 foot ropes are strung up a large oak. Entrants pay an entry fee of four pennies to win a purse of three shillings (or less if there are not enough participants). Four trial rounds of climbers run in order to get to the final four participants. Winners are determined by the best **S** test roll. If several entrants roll the same number in the **S** test, then the tie is broken by the best score in a subsequent **S** test. The winner in the final climb wins the purse.

Though the Abbot stands his ground, PCs observing the scene must pass an **Observe** test to notice that the leader of the Abbey looks a bit nervous. The monks in the Abbot's company step back from the horsemen's approach. The witch-hunter stops before the Abbot and nods his head. Neither he nor his men dismount. PCs with the *Etiquette* skill understand that the nod is a cursory acknowledgement of the Abbot's superior position and little else. In most situations, a person of lesser station than the Abbot would be expected to kneel before him and kiss the Abbot's ring.

If the PCs are between 10 to 20 yards from the meeting, they need to make a **Listen** test (+10 for *Acute Hearing*, +10 for *Lip Reading* – the latter assumes the PC can see the men speak) to hear the following conversation:

“Your Eminence, my name is Klaus Werner, Templar of Sigmar from Nuln,” proclaims the witch-hunter. *“As you know, we have been charged by Grand Theogonist Volkmar to seek out the hidden enemies of the Empire, particularly those dabbling in foul sorceries.”*

“So, I have heard. Will you and your men be staying with us at the Abbey?”

“I need only some time to confer with you and any others you deem necessary on any unusual occurrences that may have transpired in the surrounding lands. Perhaps we can meet once your role in these festivities has concluded. As for lodging, we regret that we must decline your kind offer. We prefer to billet where we can observe the populace and any travellers.”

“Of course”, the Abbot replies. *“I'm sure that you will find the accommodations of the King Toad to your liking. Allow me to lead you to the mistress of that fine establishment.”*

With that, the Abbot turns and leads Klaus Werner and his men to Hilda Böhme.

Should the PCs follow, they see Klaus – still mounted – talking to Hilda for a brief moment. PCs close enough to hear will learn that the witch-hunter and his men have arranged to take all the private rooms on the entire first floor at the Abbey's expense. Any guests who had private rooms (including the PCs) will have to accept sleeping in the common room for the night. Klaus and his entourage plan to depart Eppiswald the next morning. Hilda instructs her two boys, Wenzel and Hals, to help the three men and their horses to settle in.

After the three strangers head off to King Toad, the celebration resumes with many wondering what the witch-hunter is really doing in Eppiswald. The PCs may hear wild rumours and speculations, some of which may seem to concern them. After all, there has not been a situation where those who entered the haunted Old Forest have returned alive in living memory.

Dieter and Rolf return to the festivities on foot after twenty minutes. Both men are taking advantage of the merriment for some relaxation from life on the hunt. The two men seemingly spend a lot of time drinking and carousing. In actuality, the two are keeping their eyes and ears open for anything or anyone suspicious. Should they spot or hear anything of this nature – even if it involves one of the PCs – they will report what they saw or heard to Klaus.

The Ceremony

As the sun begins to set, the revellers light bonfires on the tops of some of the hillocks outside the town. This is where the celebrations of the day turn towards something of a more ritualised nature. Renata Bauer leads this portion of the festivities as it represents something older than the Church of Sigmar. Many of the folks opt to return to their homes before dark. Those who work the land, such as farmers and the adult members of their families (generally from fourteen years onward), make up most of the participants. Renata begins the ceremonies by

invoking the blessings of Taal, Rhya, and Deanosus upon the gathering.

The PCs may opt to join for reasons of their own, especially since the ritual calls for drinking copious amounts of strong berry wine. By morning, the participating PCs will be cold, dishevelled, and a bit disoriented. They must successfully pass a T-20 test to avoid a monstrous hangover (-20 on all characteristics for the next 1D6 hours). Those who fail by 30 or more will spend the next fifteen minutes vomiting and sweating profusely. Moreover, all PCs who partook in the night's debauchery only retain fragmented memories of what took place.

The Trial

By mid-morning, the common room of King Toad has been re-arranged by Klaus' men. The witch-hunter intends to hold court this day, which means Klaus has chosen to remain for one more day in Eppiswald. Klaus and Rolf position themselves on one side of a long table. Rolf has positioned an open ledger before him with a quill and ink bottle next to it. The proceedings are opened for people wishing to watch it unfold, but most folk have opted to stay away in order to avoid catching the witch-hunter's attention.

A few minutes later, Dieter arrives with Agnetha Cranach. He motions the old woman from Todtmoos to stand before Klaus. The witch-hunter announces that he will hear the case against Agnetha, who has been accused of performing foul witchcraft, blasphemy, and corruption. Not mincing words, Klaus asks Agnetha to answer the charges. The old woman stands unshaken and replies that the alleged crimes are baseless gossip and fear-mongering and she is not guilty of any of these. She then demands to know who would report such a fabrication to the witch-hunter.

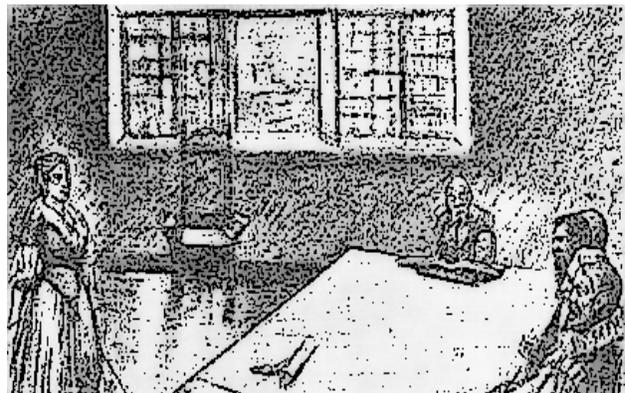
Klaus then requests that Edgar Lang from Todtmoos step forward to recount his sworn statement. A young, gawky man nervously

steps forward from the crowd and apprehensively looks at Agnetha. "You need not fear her in this assembly," the witch-hunter assures the accuser.

Taking an audibly deep breath to relax himself, Edgar testifies in a stammering voice that the old woman cursed him a year ago when she caught him raiding her garden for flowers to give to Carina Waldmann – a young girl he hoped to impress. Edgar recalls that from that point he stutters whenever he tried to speak to Carina, forcing him to turn away in embarrassment. Edgar states that he recently summoned up the courage to ask Carina to marry him. She replied that he could not be serious and, even if he was, she had no intention of becoming his wife. Edgar then claimed that Agnetha overheard Carina's rejection and offered Edgar a love potion to compensate for the curse that caused his ill-fortune.

Under her breath, many heard Agnetha respond to Edgar's last comment, "the whelp begged me to give him such an elixir and I refused his absurd request." Klaus displays no emotion as he tells Edgar to go home. The young man backs away through the crowd and departs from the inn.

Undeterred, the witch-hunter asks if anyone in the room can vouch for the old woman's character. Klaus pauses for moments, giving any PC who may have been helped by the crazed old woman to give testimony in her defence. Should a PC step up to do so, Klaus asks for that PC's name, place of birth, and background. Rolf makes a note of the



information in his ledger. After having the PC swear in Sigmar's name to tell the truth, the PC is allowed to say his piece without interruption. Once the PC finishes, Klaus nods his head in dismissal and asks for any one else with comment to step forward before he passes sentence.

After a few tense moments, Priestess Renata Bauer enters King Toad out of breath from running. She exclaims that she will vouch for the healer as a good woman and devout follower of the gods. Klaus looks at the two women for a moment before telling Agnetha she is free to go. The witch-hunter turns to Rolf, points to an entry in the ledger and tells Rolf to go with Dieter and let Herr Lang know what it means to waste a witch-hunter's time.

As the two men depart, Klaus looks about. If any of the PCs are in the vicinity, the witch-hunter tells the one who Brother Emile considered a leader in the group (or a random member) that he wants a private word with him. Klaus then orders everyone – including the staff – to leave for an hour. The witch-hunter wants

to hear about the group's wanderings in the Old Forest. He will not let on what he discussed with Brother Emile, or even that he talked to the archivist.

The PC might take the opportunity to show or tell the witch-hunter about the ring the group received from Brother Gustavus. Klaus listens intently, making notes in the ledger. Klaus has no knowledge of the Ordo Scriptoris...yet. He will discuss the matter with the Abbot and the Elder soon after his conversation with the PC concludes. If accused by the PCs, Brother Gustavus denies their charge, suggesting that the PCs must have acquired the ring elsewhere. With the PCs' names in his possession, Klaus plans to discuss what he learned with his superiors in Nuln.

Should the PCs not raise the issue of the ring (or have yet to discover its in the group's possession), Klaus merely thanks them for their time upon conclusion of the story. Without another word, the witch-hunter leaves for his room.

Karl Buber and Simon Hofer, Pedlars

Both pedlars travel on the narrow trails that connect the villages along the River Söll south of Geschburg to the settlements within the interior of Sudenland. The two men have heard the stories of the old and haunted forest of Eppiswald and do not cross through it. If asked about the tracks to the east, the pedlars will tell stories of bandits, goblins, and friendly people – though some are rather odd.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	40	4	3	8	40	1	31	30	32	30	30	43

Skills: Animal Care, Blather, Drive Cart, Evaluate, Haggle, Herb Lore, Secret Signs-Pedlar, Specialist Weapon-Fist Weapon.

Equipment: Wagon and Horse, Merchandise (pots, pans, blankets, knives, coloured ribbon, etc.), Lantern, Guild Patch on right sleeve, and Purse (1D5 GCs, 3D10 shillings, and 8D10 pennies)

Klaus Werner, Witch-hunter (ex-Pit Fighter, ex-Judicial Champion)

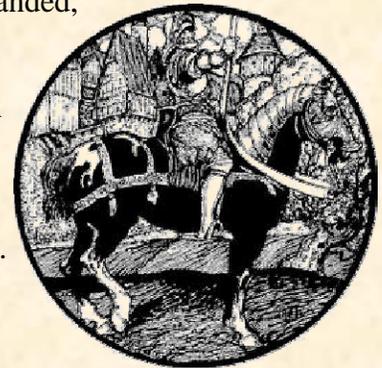
At 6 ft 4 in, the black-haired Klaus Werner cuts an imposing figure. He is a tenacious hunter and has on several occasions uncovered covens of Chaos worshippers. Unfortunately, Klaus has burned a few prominent people with influence on the scantest of evidence, which has caused no small embarrassment to his superiors. Still, his successes allow him to continue in Sigmar's service.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	73	62	4	5	13	62	3	53	54	45	46	78	41

Skills: Disarm, Dodge Blow, Luck, Marksmanship, Public Speaking, Read/Write (Reikspiel), Ride Horse, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon-Crossbow Pistol, Specialist Weapon-Fencing, Specialist Weapon-Fist Weapon, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knife, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure.

Equipment: Sword, Full Plate Armour (2AP body/arms/legs), Tunic with device of a hammer over a twin-tailed comet, Black Cloak, Crossbow Pistol (R 16/32/50, ES 1, fires two shots per round, magazine with 10 bolts, 8 rounds to reload), 3 Throwing Knives ((R 4/8/20, ES of caster), 10 yards of rope.



Dieter Harden, Mercenary Sergeant (ex-Mercenary)

Dieter has ridden with Klaus for the past 10 years, serving as both an aide-de-camp as well as additional muscle when dealing with fanatical Chaos cultists. Unlike the dour witch-hunter, the 6 foot tall Dieter clearly enjoys his work and the intimidation that comes from assisting Klaus.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	53	4	5	11	53	2	41	42	43	44	43	41

Skills: Acute Hearing, Disarm, Dodge Blow, Consume Alcohol, Gamble, Ride-Horse, Secret Language-Battle, Street Fighter, Strike Mighty Blow, Strike to Stun.

Equipment: Sword, Axe, Mail Coif (1AP head), Mail Shirt (1AP body), Crossbow (R 32/64/300, ES 4, 1 round to load, 1 to fire) and ammunition, Dark Grey Cloak, and Purse (21 GCs, 14 shillings, 16 pennies)



Rolf Uhland, Torturer (ex-Watchman, ex-Jailer)

Rolf joined Klaus and Dieter four years ago when the witch-hunter decided that he needed a more experienced hand at interrogation. It was not that Dieter did not have the nerve for the job as much as his brutal technique was sometimes fatal to those who would not loosen their tongue. The 5 foot 10 inch, slightly over-weight Rolf brought a certain professionalism to the job. He and Dieter get along quite well to the point that the gallows humour of the two sometimes results in a reprimand from Klaus.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	41	5	4	11	42	2	45	42	42	46	55	30

Skills: Heal Weapons, Immunity to Disease, Immunity to Poison (Manbane, Snake Venom, Spider Venom), Palm Object, Read/Write (Reikspiel), Silent Move Urban, Specialist Weapon-Flail, Strike Mighty Blow, Strike to Stun, Torture

Equipment: Sword, 8 Knives, 1 Whip, 4 Irons, Crossbow (R 32/64/300, ES 4, 1 round to load, 1 to fire), and ammunition, Dark Grey Cloak, Writing Kit, and Purse (3 GCs, 32 shillings, 12 pennies)

Last Days in Eppiswald

Early on the second morning since arriving in Eppiswald, Klaus Werner and his men ride northward towards Pfeildorf. The three leave in silence.

If the PCs are up and about in the early morning near the river’s edge, they will see a young monk passing off a bundle of sealed letters to a waiting boatman. Brother Simon has been given the errand of delivering and seeing the correspondence safely off. The boatman pulls away from the dock before the PCs can intervene. Should the PCs ask Brother Simon about what he delivered, the young monk simply states that correspondence written by various brothers – usually the senior members of the Abbey – are periodically sent downriver to other Sigmarite monasteries or temples.

The rest of the days until the boat from Pfeildorf arrives are pretty mundane for the PCs. On Aubentag, 6 Pflugzeit, the monks of the Abbey come forth to collect taxes from the residents of the Lectorial Enclave. For those that can pay, the Abbey levies a tax of 1 shilling per person over 16 years of age. Many opt to

pay by barter (goods, livestock, or service) while a few are exempt as they work directly for the Abbey (carpenters, stonemasons, etc.). The monks carry ledgers to record the payment of taxes and bring carts to take what they cannot carry.

The PCs will be expected to pay the tax as well even though they have only been in town for a brief time. At this point, there is nothing to indicate that the PCs will be leaving anytime soon. PCs with the *Haggle* skill may be able to convince the monks (**Fel**+10) to take a smaller portion than 1 shilling (no lower than 2 pennies). Anyone with the *Charm* or *Seduction* skill may take a straight **Fel** test to get their burden reduced by up to 50% (4 pennies).

A boat arrives at the docks of King Toad during the afternoon of 9 Pflugzeit. Captain Datz of the *Cold Water* enters the riverside inn as his sons tie the boat to the quay. He briefly talks to Hilda Böhme before she points to the PCs, if present. Should the PCs be elsewhere, Hilda sends her sons, Wenzel and Hals, to inform the PCs that the boat Aldebrand Mössbauer said he would send has arrived.

When the PCs meet with Captain Datz, the owner of the *Cold Water* informs them that he plans on departing Eppiswald promptly at dawn. He advises the PCs to be at the boat with all their possessions before then. Should the PCs ask

where they will be meeting Aldebrand, Captain Datz informs them that he is to point them to the Inn of the Laughing Trout when they arrive at the Söllhafen quays at Pfeildorf.

Josef Datz, Captain of the *Cold Water* (Trader, ex-Boatman)

Josef has been plying the waters of the River Söll from Pfeildorf to Kreuzhofen for about 30 years, having been trained by his father much as he is training his own sons. His home is in Meissen where his wife, two daughters, and youngest son live.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	9	43	1	34	36	45	43	32	40

Skills: Boatbuilding, Evaluate, Fish, Haggle, Orientation, River Lore, Row

Equipment: Equipment: Axe, Leather Jack (0/1AP arms/body), medium trading boat

Edgar and Jacob Datz, Twin teenage sons of Josef (Boatman)

Edgar and Jacob have been working with their father for the past seven years.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	31	3	3	7	32	1	31	32	32	42	32	33

Skills: Fish, Orientation, River Lore, Row

Equipment: Club, Leather Jack (0/1AP arms/body)

Act Two - Strangers in the Night

Wherein the PCs make the river trip from Eppiswald to Pfeildorf, departing in the *Cold Water*. Along the way, the PCs catch the attention of individuals who are quite interested in what the PCs intend.

Behind the Scenes

Since being scattered in the aftermath of the Battle of Faith's Cauldron two thousand years ago, the Order of the Sacred Hammer has slowly and covertly infiltrated the Church of Sigmar in the southern Empire. Their fatalistic doctrine required a sequence of events to take place as a

sign that the coming of the Eighth Theonist was at hand. Until then, the Order carefully selected and secretly recruited converts to help lay the groundwork to bring about the final, apocalyptic return of their divine leader.

The noted Verenan scholar, Professor Friedermann Lessing, stumbled upon an ancient text while studying the early Sigmarite Church that suggested the existence of a now-extinct doomsday cult. Professor Lessing found the information intriguing as the heretofore unnamed cult was not mentioned anywhere in the official Sigmarite history. As he continued to gather bits of information dispersed over widely-scattered sources, Professor Lessing became

convinced that the Order still actually existed, but remained in the shadows. He found some evidence of their activity during the Wizards' War of the late 20th century. Shortly afterwards, the scholar's investigation came to the attention of the hierarchy of the Sacred Hammer.

The Order's initial attempts to follow – and perhaps hamper – Professor Lessing was handicapped by their primary objective of remaining in the shadows until their time had come. Two years ago, the Order lost track of the scholar's whereabouts. The Order needed to find the Professor. The effort would take some time to pull together.

Two of the more prominent members of the secret Order are the Haider twins. Gerhardt is a very successful Wissenland merchant with extensive interests across the western and southern Empire from Ubersreik through Wissenburg and Pfeildorf to Steingart. He is also a notable patron of the Church of Sigmar, no doubt due to the fact that his brother, Quintus is the Lector of the Reikland based in Ubersreik.

Gerhardt Haider's success has come about as a result of his tenacity, ruthlessness and ability to force others to do his bidding through fear and extortion. One such individual obliged to serve Gerhardt is the secretary of Sudenland Lector Raphael von Mauchen, Father Feodor Waldheim. Father Feodor is a devout Sigmarite priest with weakness for poor and desperate women of the night. Another such person at the Temple in Pfeildorf is Rudolf Hundsdorfer, a violent-tempered, guilt-ridden man who does odd jobs for the Church as well as having ties to the Heinkel crime family. Neither man has an inkling of Gerhardt's true intentions.

With his academic connections, Father Feodor knew that the Verenan cult was concerned about the disappearance of Professor Lessing. He contacted a Verenan priest, Father Humfried Albers, in order to find someone with promise in that cult to conduct a planned search for the scholar. Father Feodor promised funds from the

Church of Sigmar as he knew the resources of the cult of Verena were currently stretched thin in the aftermath of the war in the north. The Verenans sent a number of priests to arbitrate the settlements in the various disputes that had arisen between Sigmarites and Ulricans as a result of that strife.

Father Humfried recruited Aldebrand Mössbauer for the task. The eager young man journeyed to Nuln and researched whatever material he could find about Professor Lessing. He learned about the grant awarded to the scholar to conduct research on events connected to the Wizards' War and returned to Pfeildorf to search the scholar's townhouse. Eventually, Aldebrand stumbled upon the secret place where Lessing kept his private notes. These led Aldebrand to conclude that the scholar would likely have conducted research in the area near either Ubersreik or Eppiswald.

When Aldebrand was in Nuln, his activities came to the attention of the Church of Sigmar's police force, the Officium Arbitrorum. The office's purpose is the investigation and prevention of crimes within the cult. This goal gives it wide authority to conduct its enquiries. Concerned about what the young man might uncover, the Officium Arbitrorum dispatched Arbitrator Karelia Meitner to follow Aldebrand and report back on the progress of his work.

Aldebrand discussed the results of his efforts with Father Humfried, who then instructed the young man to wait for further instructions before proceeding. The Verenan priest then met with Father Feodor to discuss Aldebrand's discoveries. Father Feodor told Father Humfried to give him a few days grace before the two would meet again.

When the two priests met again, Father Feodor proposed that the Church of Sigmar would conduct the search in the Ubersreik area while Aldebrand would arrange for another expedition near Eppiswald. Father Feodor suggested that Father Humfried draft a warrant for Aldebrand

that Lector von Mauchen would countersign since Eppiswald is his land.

With the arrangements concluded, Father Humfried summoned Aldebrand and discussed the plan at length. Aldebrand planned to hire locals to conduct the search while he returned to Pfeildorf to continue gathering more information on Professor Lessing in case the search did not uncover anything about the missing scholar.

Through his connections within the Church, Gerhardt Haider learned about Karelia Meitner's mission to shadow Aldebrand. He had instructed Father Feodor to arrange a meeting with the arbitrator and Lector von Mauchen to take place when Aldebrand was to depart. The meeting was nothing more than a ruse that would allow the unsuspecting Aldebrand to head upriver without being tailed.

Even though she was detained long enough for Aldebrand to depart, Karelia was able to uncover the direction of his journey as well as the name of the boat he boarded. The failure of the meeting with the Lector led Karelia to suspect that someone within the local Church was attempting to undermine her mission. She set about establishing false and contradictory leads to her next course of action before slipping out of Pfeildorf. Karelia headed upriver with a deliberate plan of intercepting and interrogating Aldebrand on his return journey.

Karelia caught up with Aldebrand when he arrived in Meissen for a night's rest before continuing to Pfeildorf. She convinced him that she had come from the Temple of Verena in Nuln to check on his progress: Karelia is not above using deception such as wearing a medallion in the likeness of scales. In this manner, Karelia learned of the people Aldebrand hired in Eppiswald. At the end of their conversation, Karelia cautioned Aldebrand to keep their discussion confidential.

Without explaining her reason to Aldebrand, Karelia concluded that his disclosure of their talk

would add unnecessary complications to her investigation. Still, the arbitrator was not one to naively believe that her counsel would be heeded and needed to come up with a contingency plan. She decided she would intercept the PCs and learn what information they have for Aldebrand. By doing so, Karelia knew that by the time anyone would be the wiser about her activities, she would have an opportunity to gain Aldebrand's hirelings' trust.

Time Line

The journey to Pfeildorf will take about one week. Josef Datz is moving merchandise up and down the river, so he is unlikely to be in a hurry to get to the PCs' destination. He was paid to provide transportation for the PCs, but not enough to forsake making a living. The timeline below provides information of Captain Datz' planned stops:

Day	Events
10 Pflugzeit	Early departure from Eppiswald, brief stop at Trulben and night stop at Rohrhof
11 Pflugzeit	Departure from Rohrhof with brief stop at the riverside Inn of the Twisted Eel. Early evening arrival at Geschburg.
12 Pflugzeit	Noon departure from Geschburg with brief stop at the riverside Inn of the Watery Rest. Late afternoon arrival at Auggen.
13 Pflugzeit	Early departure from Auggen with brief stop at Wittenhausen. Late arrival at Meissen.
14 Pflugzeit	Stay over at Meissen
15 Pflugzeit	Mid-morning departure from Meissen. Brief stop at the riverside Broken Rudder Tavern. Late afternoon stop at Sexau.
16 Pflugzeit	Early departure from Sexau with brief stop at Wurmgrube. Late arrival at Hinkend.
17 Pflugzeit	Early departure from Hinkend. Brief stop at Durbheim. Late arrival in Pfeildorf.

Along the way, the PCs are likely to hear the following news or rumours.

- The winter was a hard time for those areas affected by last year's war.
- Famine in the war damaged areas resulted in hundreds of deaths. The crows must be feasting well.
- Some areas will be experiencing shortages, expect prices to increase.
- Worse yet, taxes and duties will be going up, adding more burden on the common folk.
- The Grand Theogonist has sent bands of Witch-hunters and other Sigmarite agents across the land looking for hidden enemies.
- The Churches of Sigmar and Ulric have officially put aside their differences after the war.
- Bands of Goblins are becoming more of a problem in the hinterlands, having taken advantage of the demand on manpower caused by last year's war.
- Unemployed mercenaries – mostly foreigners – have taken to live as brigands rather than return to their homes.
- Most of the problems remain in the north, but these are steadily creeping towards Sudenland and Wissenland.
- The outbreak of plague is said to have wiped out whole villages in the north.
- The roads and rivers are becoming more dangerous with so many ill-intended folk wandering about.
- The provincial rulers are going to have to raise armies to deal with the thieves, robbers, and bandits harassing honest folk.

Leaving Eppiswald

As the PCs head towards the *Cold Water*, a young monk awaits them at the docks. Brother Simon has a number of letters from various monks that need to be delivered to the Sigmar

temples at Geschburg, Meissen, and Pfeildorf. He has been sent by the Abbot's secretary, Brother Tobias, to see if the PCs would oblige the Abbey by carrying the sealed letters to their destination. The letters are clearly marked to indicate for which temple they are intended. Should the PCs refuse or demand a fee to transport, then Brother Simon makes the necessary arrangements with Captain Datz.

Letters from Eppiswald

There are three letters destined for the Geschburg temple: two to Father Robert and another to Father Edmund. The Meissen letters are addressed to Father Barthold (2), Father Torsten (1), and Father Franz (3). The Pfeildorf correspondence is marked for Lector von Mauchen (3, each sealed with the impression of the Abbot's signet ring), Father Luitpold (2), Father Feodor (1), and Father Rainer (2).

Should the PCs find some clever way to open the letters without breaking the seal (at minimum a **Dex-10** test should be required), they find the letters are of a mundane nature, basically asking the addressee to convey messages to family, friends, etc. The ones written for the Lector are a mite more interesting, though not by much. These involve the current activities at the Abbey, a roll of taxes recently collected (the PCs might find their names on this list under the category of transients if they are not native to the Eppiswald area), and a status report on each monk.

Breaking the seal could result in some repercussions against the PCs. One or two broken seals might be attributed to accidents, but more than that indicates a callousness towards the Church of Sigmar, a view that will be sent to the Temple in Pfeildorf and others should the PCs ever look for succour.

The letter to Father Edmund of the Geschburg is the most curious of the letters and the

shortest. It comprises a single word in the Classical tongue meaning “They are here”:

Handout #2



This message is a follow-up to an earlier letter delivered on the morning the Witch-hunter and his entourage departed Eppiswald. That letter, and Handout #2, were written by Brother Karl, an assistant to Brother Gregor and secret member of the Order of the Sacred Hammer. The first letter notified Father Edmund (another member of the Order) of the discovered reference to the Eighth Theogonist in the long-abandoned temple at Dergenhof (which may have come to Karl's in a circuitous manner from the PCs' own loose lips or Brother Emile's) as well as the PCs' physical descriptions. Gossip being what it is, the PCs' wanderings in the Old Forest and their planned trip to Pfeildorf was no secret to many in the abbey.

After receiving the first missive, Father Edmund understands that he does not have the time to confer with Gerhardt Haider about what needs to be done about the PCs. As the time of the Eighth Theogonist approaches, Father Edmund grows more concerned about being uncovered. Risking exposing himself, Father Edmund sends a message to Pfeildorf conveying his plans for dealing with the PCs on their way to Pfeildorf.

Aboard the Cold Water

The PCs are welcomed aboard the *Cold Water* by Captain Datz. He advises the PCs that they can either sleep on deck or in the hold. Like many of the river boats that ply the River Söll, the *Cold Water* has quarters only for the captain and his crew. Paying passengers must make do with whatever is offered. In addition, the PCs are told that they are responsible for their own provisions.

The Captain also explains that he expects the PCs to assist in protecting his boat should it come under attack by pirates, bandits, or goblins. The latter two are a particular nuisance should he need to tie up the boat in some isolated cove or river bend to pass the night. Finally, Captain Datz informs the PCs of his planned stops en route to Pfeildorf (see above). These destinations are not negotiable. Given the cost of travel in the Empire, the PCs should recognise that Captain Datz' requirements are not unreasonable.

In the event the PCs express a desire to learn how to become boatmen on the River Söll, Captain Datz is more than pleased to oblige. He is not one to pass up free labour. The number of days spent on the *Cold Water* will not generally be enough for the PCs to actually become proficient at this career. Lenient GMs could consider allowing a particularly hard working PC to take an **Int**-10 test to see if they were attentive enough to learn the Boaman career.

The Joys of River Travel

This section covers some of the risks of river travel in the Empire. GMs are encouraged to insert these random encounters in order to liven up play. Only the second of the following situations may have implications later in the **Gathering Darkness** campaign, but the other two could add some spice to the journey on the River Söll.

Things Are Not What They Seem

This episode can be situated along any sparsely populated stretch of the River Söll.

Before the recent war in the northern provinces, Sergeant Reinwald Dönitz led a roadwarden unit based in Pahl, a village in the interior of Sudenland. When he returned, he convinced his men that they could make a more successful living as bandits, stealing from those who profit from the misery of the less fortunate – that is

just about anyone who lives better than peasants. Dönitz knew from experience that the wealthier people would more likely travel on the river and moved his outlaw band to the River Söll.

Though they have not yet perfected their technique, Dönitz and his gang typically pose themselves as roadwardens in need of assistance. One of the men appears dishevelled on the river bank, usually among a small wood or hills, and pleads for men on passing boats to lend aid to battle bandits or goblins. The rest of the band is hidden nearby, ready to spring the trap. Their plan is to simply surround their victims with bows drawn and rob them. To discourage pursuit, the bandits demand their victims strip off their clothing which is then scattered as they ride away.

The outlaw band is also not above waiting for boats to leave a location near a village or isolated riverside inn. The outlaws stop a

travelling coach or boat near the end of their day’s journey about a mile or so away. The “roadwarden patrol” then claims to be looking for smugglers and demands that everyone disembark in order to conduct their search. Once separated from their transport, Dönitz and his men rob the victims as described above.

At this time, Dönitz and his men have not killed anyone. There have been a couple of instances where foreigners to the area have been beaten by Dönitz to “teach them a lesson.”

Should the PCs put up a spirited defence – (either have the advantage in the combat or reached a draw) after three rounds of combat, the outlaws start to back out of the combat with the goal of disengaging rather than retreating. In this manner, the outlaws avoid giving the PCs a free attack while allowing them to leave battle in the search for easier prey. The PCs can either allow the outlaws to leave or close to continue the melee.

Reinwald Dönitz, Outlaw, (ex-Roadwarden, ex-Mercenary Sergeant)

Having recently returned from the war in the north, Reinwald returned to his old roadwarden unit with a proposal – albeit an illegal one – to change their lives for the better. Reinwald is a man who dislikes people different from the locals: northerners, easterners, Tileans, Bretonnians, Elves, Halflings, and city dwellers. Reinwald has grudging respect for Dwarfs: due, in part, to their willingness to stand up to bullies.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	52	5	5	11	54	2	43	47	44	46	47	43

Skills: Animal Care, Concealment Rural, Consume Alcohol, Disarm, Dodge Blow, Gamble, Ride Horse, Secret Language-Battle, Silent Move Rural, Street Fighter, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Shield (1 AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire), Horse with saddle and harness, Rope- 10 yards, Blue and yellow arm band with a device of crossed swords over a tree, and Purse (3 GCs, 8 shillings, 5 pennies).

Axel Haber, Johann Kossel, Goepfert Bunsen, and Siggi Hoffman, Outlaws (ex-Roadwardens)

The four rode with Reinwald before he left for the north. They decided not to accompany him as they preferred to stay in familiar surroundings rather than journey to a faraway war. They eagerly joined him into outlawry.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	4	4	8	42	1	31	33	32	33	34	32

Skills: Concealment Rural, Disarm, Dodge Blow, Ride Horse, Secret Language-Battle, Silent Move Rural, Strike Might Blow

Equipment: Sword, Mail Shirt (1AP body), Shield (1 AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire), Horse with saddle and harness, Rope- 10 yards, Blue and yellow arm band with a device of crossed swords over a tree, and Purse (1 GC, 12 shillings, 8 pennies)

Where Wolf?

This encounter can be situated along any sparsely populated stretch of the River Söll in the area of small woodlands or marshlands.

As the *Cold Water* passes the area, the PCs hear a plea for help. Staggering out of the bushes is a sorely wounded man (down to 1 **W**) whose bloody clothes are shredded. The PCs may believe that this is another bandit ambush, particularly if they have recently stumbled into such a trap. Unlike the other situation, this man is in need of medical attention. Given the obvious wounds, PCs passing an **Int**+10 test (+10 for *Heal Wounds*) conclude that if they leave, the man – Wolmar Fried – will very likely die.

Should they decide to help the injured man, the PCs will have to convince Captain Datz to bring his boat close to the riverbank. The Captain may be wary of a bandit ambush, so the PCs may have to come up with a reasonable plan to protect the boat while two of their number help the collapsing Wolmar onboard. Upon examining Wolmar, PCs with experience in the wilderness (Gameskeeper, Hunter, Poacher, or Trapper) recognise his injuries as being caused by a large animal (bear, cat, or wolf).

PCs with the *Heal Wounds* skill can treat Wolmar. Even with healing, the trapper needs some hours of sleep (D6) before he can tell the PCs what happened. Should the PCs not have the skill to provide Wolmar the care he needs, they will need to take him to the nearest village or riverside inn if he is to survive. There are usually local healers who can provide the required aid.

When he is able, Wolmar tells the PCs that he was attacked by a huge black wolf. The creature appeared out of nowhere and attacked the trapper after he had reset his traps. Wolmar has trapped in the area off and on for many years without seeing signs of such a creature. Though surprised, Wolmar was able to fight off the creature long enough to make it to the edge of the river where he spied their boat. He is certain that had the PCs not arrived on the scene, he would have likely been eaten by whatever attacked him.

In fact, Wolmar is a werewolf and his wounds were caused by a she-werewolf who found him unsuitable as a mate and violently (in the way of werewolves) rejected his effort to impress. Wolmar has no wealth with which to reward the PCs, but he gives them his beautifully wrought

brass ring with a moonstone gem (worth 5 GCs). Wolmar tells the PCs the ring was given to him by his mother before she died of a

wasting disease when he was young. Should the PCs politely decline, Wolmar insists that they take the ring as a token of his appreciation.

Wolmar Fried, Trapper (in his human form)

Wolmar has been trapping animals for their fur in the River Söll valley for over 20 years, usually in the areas where there are woodlands or marsh. He is a crusty man in his late 30s, though most people mistake him for a man at least ten years older. Given his profession, there is a rather pungent odour surrounding Wolmar.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	4	4	9	42	1	34	31	33	35	36	31

Skills: Concealment Rural, Orientation, Row, Secret Language-Ranger, Secret Signs- Woodman's, Set Trap, Silent Move Rural, Spot Trap

Equipment: Spear, Leather Jerkin (0/1AP arms/body), Bow (R 24/48/250, ES 3, 1 round to load and fire), Fur hat and buckskins, Rope- 10 yards, canoe, and 3 animal traps.

Hunters of Men

This meeting should take place when the *Cold Water* docks at one of the riverside inns for the evening, ideally a few days after the PCs run afoul of Dönitz and his men.

As the PCs relax in the common room of a riverside inn, two rough-looking men – Holger Lehmann and Baldur Kant – enter the establishment. The two have been hired by Matthias Hilbert, a merchant from Meissen and recent victim of Dönitz' gang, to put an end to the outlaws. Herr Hilbert prefers the outlaws be brought to justice alive, but would not be disappointed if they were killed in the process of capture. In the latter case, the merchant, who has gathered the money by local subscription, would not have to pay the bounty hunters as much (100 GCs for Reinwald and 50 GCs for each of his men if all alive; half as much for those brought to Meissen dead).

Neither Holger nor Baldur divulge any details about their arrangements since they do not want competition for the reward. The bounty

hunters are aggressive interrogators and may conclude that anyone not forthcoming with information has something to hide. The two may even reach the conclusion that those professing to know nothing may actually be trying to protect the bandits. If they can get away with it, Holger and Baldur are more than willing to resort to violence to get what they want. Should the PCs admit to encountering the outlaw gang, the bounty hunters will badger them until the two are satisfied that they have wrung the PCs for everything they know.

Holger and Baldur are generally known around the area of the River Söll from Sexau to Geschburg as foul-tempered thugs and bullies. Many shy away from confrontation with the two men and would do nothing to help the bounty hunters should someone of sterner stuff decide to respond to them in kind. On the other hand, the villagers and other folk are just as unlikely to help anyone – especially the PCs – who takes their life in their own hands to defy the bounty hunters.

Holger Lehmann and Baldur Kant, Bounty Hunters

The two men specialise in bringing men to justice, though they prefer to bring such criminals back dead. Their preference stems from the fact that dead men are easier to bring in and they generally do whatever it takes to get those they hunt to turn over their ill-gotten gains before killing them. The bounty hunters are essentially sanctioned murderers who are accustomed to using harsh tactics to gain information from those who they suspect are protecting the criminals they seek.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	5	4	9	42	1	32	33	35	42	34	30

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Lass, Specialist Weapon- Net, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Rope, Net, 3 pairs of manacles, and purse (2 GCs, 24 shillings, 10 pennies)

The Game Begins...

Since learning about the PCs from Brother Karl of the Abbey of St. Ewald, Father Edmund has spent a few sleepless nights deciding on the proper course of action. He understands that the Order of the Sacred Hammer does not want it known that they exist, much less that they are making plans for the forthcoming cataclysmic day of redemption and retribution. On the other hand, the PCs may have learnt of something about the Eighth Theogonist (the ruins of Dergenhof was a site of the Order), the knowledge of which in the wrong hands could severely disrupt the plans of the Order.

To Kill the Messenger

Luckily, a person in Father Edmund's position knows men who know other men who would not hesitate to use violent means to deal with those whose beliefs bring them into conflict with the Church of Sigmar. With but a word, these men would do any task that would win them the favour of the deity without question.

Father Edmund invites Wilhelm "Wild Willi" Stark to the Scullery Maid for a meeting on the afternoon of 6 Pflugzeit. He tells Willi that he

has learned of a group of travellers who are dangerous to the Church of Sigmar. Father Edmund mentions that the Church cannot intervene directly to deal with the heretics as they are travelling under the protection of the Verenan cult. The priest then comments that it would be unfortunate if an accident would befall the PCs. Willi nods his understanding of Father Edmund's words and departs.

Willi sets to his task straight off, heading to the quays to question those working at the riverside to ensure that the boat carrying the PCs had not yet passed. Satisfied that the PCs have not ventured through, Willi makes arrangements with several people to act as his eyes and ears. He even recruits a couple of guards at Geschburg's south gate. Willi then spends his days looking over the terrain between Geschburg and Auggen to determine his plans and his nights hiring the kind of men who could do the task he requires.

When the *Cold Water* finally arrives, Willi is there to see the PCs' arrival. He follows them at a discreet distance as far as the Volksplatz should they move towards the Temple of Sigmar to deliver the addressed letters.

Otherwise, Willi studies the PCs on the boat until he is satisfied that these are his quarries. He then moves off to find his accomplices and departs Geschburg to the Inn of the Watery Rest where he and his men await the PCs' arrival. PCs with *Sixth Sense* will get the feeling of being watched while Willi has them under surveillance, though they will not be able to pinpoint the observer.

Delivering Secret Messages

The PCs arrive at the docks of the walled town of Geschburg. As he has done at other stops, Captain Datz tells the PCs that they have the night to do as they please. The Captain plans to depart at noon the next day as he has a lot of business to conduct.

To enter the town proper, the PCs must pay 2 shillings each upon disembarking from the *Cold Water*. Excisemen walking the docks approach to collect the gate tax accompanied by scribes recording the collection. At the Söll Gate, the PCs are expected to turn over any arms and armour other than daggers, mail shirts and a single hand weapon. Scribes at the gate record the transaction and hand the individual PC a receipt for whatever is impounded. PCs entering the walled town can retrieve their equipment once they have departed. Soldiers at the gate respond to any trouble caused by the PCs or anyone else.

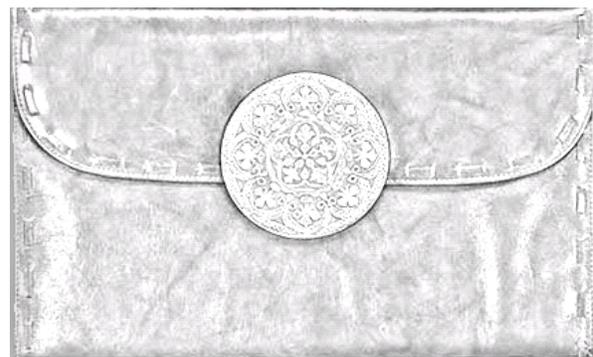
If the PCs ask how to get to the Temple, the guards at the gate point up the thoroughfare and tell the PCs to continue on the street past the Volksplatz. They tell the PCs that the blue dome of the Temple of Sigmar can not be missed.

As it is the centre of town, the Volksplatz is usually fairly crowded. Stalls are in abundance selling produce, fish, and other perishable goods. Some booths serve up food for a modest price, ranging from meat-pies to pastries. The square is also frequented by pick-pockets looking for an easy mark, such as the

PCs. Pick-pockets usually work in groups where one distracts the victim in some fashion (bumping into the mark, creating a scene, or some other act that calls the intended victim's attention) while the other picks the target's pockets or slyly cuts the purse loose. The team works within a crowd since such an environment causes more distraction and impedes pursuit.

The crowded Volksplatz also provides opportunities for light-fingered PCs to operate with minimal chance of discovery by the entrenched local crime gang. **[GM Note: There should be a base 15% chance of the local gang catching any freelancing thieves at work in the Volksplatz as they are well aware that the crowded conditions of the area are ideal for outsiders to ply their own thieving skills. This chance of discovery increases to 50% if the thieving PC fails to successfully steal from their mark.]**

Should they survive the attentions of those looking to lighten their load, the PCs are able to make it to the Temple of Sigmar in five minutes. They find the temple doors opened for those seeking divine guidance or comfort. Though the priests maintain a busy schedule, the PCs can easily find an initiate cleaning the interior. The PCs can either choose to leave the two letters for Father Robert and the one addressed to Father Edmund with one of the young initiates or personally deliver these correspondences.



In the event of the latter choice, the initiate leads the PCs to Father Edmund after politely inquiring as to their business. The more junior priest of the Temple is the only one of the two available at the moment. Father Edmund is a tall, rather lanky man in his mid-40s with fading brown hair and a receding hair-line. He graciously asks the PCs to introduce themselves, even if the business to be conducted is brief.

The PCs may hint about some compensation for delivering the mail from the Abbey of St. Ewald in Eppiswald. Father Edmund is momentarily taken by surprise from such a request, but then considers the opportunity to learn more about the PCs. He offers them vintage Sudenland wine from the Temple's stores and proceeds to inquire about their background, relationship to one another, current destination, future plans, how they came into the service of the Church (as indicated by the letters they have personally delivered), and other innocuous topics. Father Edmund plans to send a report with the PCs' description by courier to Pfeildorf. He reasons that his superiors there can use the information to great effect if need be.

Another Missive to Pfeildorf

Once the PCs depart, Father Edmund closes himself in his office to write his report, which will take him a good portion of the night. His view of the PCs is rather mixed. Outwardly (unless they are a party of nobility or clergy), they hardly have the look of people with the capacity – much less the capability – to upset the plans of the Order. On the other hand, the fact that such seemingly incompetents have come across information that has been held secret for nearly two millennia is unsettling. Father Edmund even wonders whether there are other, unseen forces at work. He considers the possibility that other clandestine Sigmarite or Verenan orders might be at work in opposition to their plans.

Early the next morning, Father Edmund heads to White Hart Coach in order to ensure his

packet leaves with the coach departing soon after dawn. The bundle – which may contain nothing more than the PCs' name and description should Father Edmund not have the opportunity to gather other information – is addressed to Father Feodor. Unlike Father Datz' ship, the coach does not need to make any extended stops for trade and should get to the Sudenland capital one day before the PCs.

Attack in Auggen

Willi's plan is to wait for the *Cold Water* to stop at the Inn of the Watery Rest for the PCs to arrive so his men can size them up. The men will not talk to their quarry other than responding (coolly) to pleasantries. Willi and his men will only stay for a short time and then depart towards the direction of Auggen. They travel at a pace that allows the *Cold Water* to pass them. This enables Willi to respond to a situation where the PCs convince Captain Datz to spend the night at the inn rather than go forward to Auggen.

Willi and his men ride slowly on the Söllweg in full view of anyone travelling on the river. The five horsemen do not acknowledge the PCs if spotted even though Willi and his men observe the *Cold Water* as it passes. Once the *Cold Water* gets out of sight, Willi sets a faster pace to keep up with the boat's progress.

In the event the PCs are staying at the riverside inn of Lacothea's Rest in Auggen or the Two Rivers on the Sudenland side of the Söll, Willi directs the attack to the appropriate location. The bounty hunter is able to see the *Cold Water* moor at Auggen before evening and finalises his plans accordingly.

After the *Cold Water* ties up at Auggen's quays, the five horsemen arrive at the home of Hals Fischer, a fisherman who lives on the Sudenland side of the Söll, and his family. Willi presents himself as a bounty hunter in the service of the Church of Sigmar seeking to handle a number of heretics across the river. He does not provide his name or those of any

of his men to Hals nor does the fisherman ask. Willi assures that one of his men – he points to Rolf – will remain behind with the horses and to protect Hals' family. Willi presses Hals to ferry himself and the other three across the river, wait in a safe place, and then transport them back once the mission is completed. As most peasants do when faced with the authority of the Church, Hals readily agrees to help Willi and his armed band.

Under the cover of darkness and with a lantern for illumination, Hals takes Willi and his men to the Auggen side of the river. They land a few hundred yards downriver so that anyone on watch aboard the *Cold Water* – or any other moored boat – will not easily spy the small boat crossing (-10 modifier to **Observe** tests). Sigmar seems to be smiling on the would-be killers as a mist begins to arise from the Söll. The mist also provides some cover (-5 modifier to **Observe** tests) when Willi and his men approach the *Cold Water* from the landside shortly after midnight. [GM Note: Willi and his men will observe the *Cold Water* from a distance to ensure the PCs are onboard.]

Knowing that the PCs are under protection of the Verenan cult, Willi has already prepared his men to the task of killing any or all of the PCs. Those who are not killed in battle would be hung as heretics, if possible. Willi and his men cover their lower faces with a kerchief to hide their identities and attack without warning in hope of gaining the advantage. Willi knows he only has a short time to accomplish his task before the unknowing residents of Auggen come forward to assist the crew of the *Cold Water*. [GM Note: Many of the boatmen plying their trade on the rivers of the Empire are well-known and generally well-liked in the villages and towns along their usual routes. Boatmen held in contempt typically have short careers.] Willi begins a fighting retreat if there are no clear indications of a quick victory after six rounds of fighting – or sooner in the event his band is losing.

Having been beaten off, Willi and his men quickly return to Hals and try to head across the River Söll before any of them can be captured. It is understood among the band that anyone caught must face their fate on their own. No one other than Willi know from whom the bounty hunter has taken this job. If told Willi mentioned the Church of Sigmar to the fisherman (assuming that connection is uncovered), the mercenaries reply that Willi has claimed such in other jobs as the ploy makes it easier to get simple folks to do his bidding.

In contrast, a captured Willi will not talk unless a PC with the *Torture* skill successfully tests against that skill. Should that situation come to pass, Willi provides the name of Father Otto, a Sigmarite priest who passed away two years ago from old age. Willi will insist this is his contact for a further 1D10+2 rounds of torture, at which point he will give up Father Edmund.

If not captured, a retreating Willi takes his band on a tactical withdrawal across the Söll. Once safely across the river, Willi and his band ride their horses eastward in an attempt to make a circuitous return to Geschburg. In time, Willi reports his success or failure to Father Edmund. After their meeting, the Sigmarite priest writes an accounting of the events and sends it to Pfeildorf.

There is a reasonable chance that the PCs may succeed in killing Willi and his band, find Hals, convince the fisherman to take them to his home, and dispatch Rolf. Should this situation come to pass, the PCs will obtain five horses and their gear. The horses are branded with the symbol of a horse farm outside Geschburg owned by a Stefan Stabiler, who does considerable business with the Church of Sigmar and its agents. The horse trader can identify Willi as the person to whom he lent the horses and tie the bounty hunter to Father Edmund.

Elsa Sachs, typical pick-pocket/cut-purse

Born to a family too poor ,with too many children to feed, Elsa left home when young and became one of the street urchins that plague the vendors of Geschburg. Recently, she became too old to run with homeless children. Rather than becoming a servant or take up an equally low-class occupation, Elsa was recruited by a high(er)-ranking member of the local criminal enterprise to become one of its light-fingered, low-ranking members.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	3	3	8	44	1	44	31	31	32	33	41

Skills: Concealment- Urban, Flee!, Palm Object, Pick Pocket, Secret Language- Thieves', Secret Signs- Thieves', Silent Move Rural, Silent Move Urban

Equipment: Dagger (I+10, S-2, Parry-20)

Brother Justus, typical initiate

As typical of those joining a priesthood, Justus is one of the younger sons of a local noble with little chance of inheriting more than his father's name. The choices to one such as Justus are limited to either the clergy, military, or mercantile careers. Young Justus joined the Church of Sigmar two years ago and he sees his chances of becoming a priest as still being rather remote. His superiors berate him constantly for not making more of an effort to study his lessons.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	30	3	3	7	41	1	32	31	32	41	43	43

Skills: Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Theology

Equipment: Octagonal-shaped pewter medallion of the Hammer, Beige Monk Robes, Torch Prayer Beads

Wilhelm "Wild Willi" Stark, Bounty-Hunter, ex-Mercenary

"Wild" Willi is a former mercenary who served time along the Stirland frontier, conducting raids into Talabecland. During this time, Willi developed a great dislike for those who place Ulric ahead of Sigmar in the pantheon of Imperial gods. After being dishonourably discharged without explanation, Willi wandered from job to job until he arrived in Geschburg. Father Edmund took a liking to Willi and made arrangements for him to be trained to track down and capture heretics and apostates. In return, Willi is loyal to Brother Edmund and will do anything the Sigmar priests ask without question.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	5	4	9	44	1	32	46	35	44	36	31

Skills: Disarm, Dodge Blow, Follow Trail, Frenzied Attack, Secret Language- Battle, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Lass, Specialist Weapon- Net, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Rope, Net, 3 pairs of manacles

Adelbert Kleist, Karl Müller, Rolf Schmidt, and Oskar Handel, Mercenaries

As Sudenland has not been at war for generations, the four unemployed mercenaries returned home from their tour in eastern Averland to few prospects. Willi found them drowning their sorrows and getting into brawls in the riverside taverns of Geschburg. Willi offered the four periodic employment so long as they were willing to follow his orders to the letter. Seeing that no better offer was extended to them, the four men agreed.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	4	4	8	42	2	31	43	30	42	33	31

Skills: Disarm, Dodge Blow, Secret Language- Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Shield (1AP all over), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition

Hals Fischer, fisherman

Hals is a typical fisherman on the River Söll: fairly poor and sells whatever he catches in the nearest village or inn. He is fairly unsophisticated when it comes of matters outside his family and livelihood.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	4	3	7	30	1	39	29	29	29	29	29

Skills: Fish, River Lore, Row, Sailing, Swim

Equipment: Leather Jack (0/1AP body/arms), Boat

Restless in Meissen

Though not patient by nature, Karelia Meitner has taken her mind off waiting for the PCs by reviewing the few facts she has:

- Professor Friedermann Lessing, a scholar noted for his work on certain periods in Imperial history had reportedly disappeared two years ago while conducting some unknown line of inquiry.
- Aldebrand Mössbauer arrived in Nuln from Pfeildorf and asked questions of both the cult of Verena and Church of Sigmar in order to determine the possible whereabouts of the Verenan scholar.
- Mössbauer returns to Pfeildorf for a time before setting off to Eppiswald.
- While making a courtesy stop at the Temple in Pfeildorf, Karelia was approached by Father Feodor who told her that the Lector requested a meeting. The resulting confusion and delay allowed Mössbauer to depart before Karelia could follow him.
- Karelia sensed that the objective of the meeting with the Lector in Pfeildorf was to delay her.
- Mössbauer’s description of those he hired in Eppiswald was proof of his inexperience, furthering her suspicions.

Sleepless in Meissen

Upon her arrival in Meissen, the Sigmarite arbitrator decided to steer clear of the Temple so as not to compromise her mission. She knows that gossiping priests and ambitious initiates are not the kind of people one trusts with a secret. Instead, Karelia is lodging at the Officium Arbitrorum charterhouse near Meissen's west gate. All the major towns and cities in the west and southern Empire have Arbitrator charterhouses, many of which are kept secret from even the local clergy. During much of the day, Karelia spends hours around the dock area, particularly near the Stoat and the Frog. Her intent is to blend in to the local scene by the time the PCs arrive.

In her time at Meissen, Karelia learned that Captain Datz was hired to bring the PCs to Pfeildorf. She was able to get a good look at the

Cold Water before the crew set off for Eppiswald. Karelia gathered that Captain Datz lives in Meissen and often extends his stay in the town to visit the rest of his family. With the knowledge of river travel to and from Eppiswald provided by Aldebrand as well as the length of Datz' visit, Karelia was able to calculate when the PCs were due to arrive and how long they will stay in the town of silversmiths.

Knowing how things can go wrong, Karelia makes a point of listening to rumours about bandit and pirate activity along the river. The latter was fairly rare as the river is not particular wide, averaging about 20 yards across, which does not give pirates enough room to easily operate and manoeuvre on the water. In contrast, the relative narrowness of the Söll gives land-based bandits more opportunity.

Karelia Meitner, Arbitrator of Sigmar (Priestess Lvl 1, ex-Initiate, ex-Bounty Hunter)

The middle daughter of a successful Nuln merchant, five foot five, medium built Karelia had no desire to be married off to some old business associate of her father's like her older sisters were. She preferred to make her own mark on the world. At the young age of fourteen, she forced her father – as only a daughter can – to use his influence to gain her admittance to the Church of Sigmar as an Initiate. Her quick mind and decisiveness impressed her teachers who then recommended the eighteen year old to the Proctor of the Officium Arbitrorum. Proctor Johann Döbreiner accepted Karelia as an Arbitrator apprentice and Karelia spent several years as a bounty hunter for the Church; rooting out heretics and apostates. At 25 years old, the dark brown haired, green-eyed Karelia became the youngest Arbitrator in the past century. Now in her early 30s, the resourceful Karelia takes on solo assignments.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	42	4	4	9	43	1	32	35	36	45	45	42

Skills: Arcane Language-Magick, Cast Spells- Clerical 1, Follow Trail, Law (Church of Sigmar), Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon- Lasso, Specialist Weapon- Net, Strike Mighty Blow, Theology

Magic Points: 9

Spells: 1st: Cure Light Injury, Detect Magic, Hammerhand, Steal Mind

Equipment: Sword, Mail Shirt (1AP body), Bow (R 24/48/250, ES 3, 1 round to load and fire) and ammunition, Dagger (I+10, S-2, Parry-20), Silver medallion of a Torch superimposed over a book, Verenan holy symbol (disguise), Rope, and purse (14 GCs, 24 shillings, 10 pennies)

Hooking Up with the PCs

In the event the *Cold Water* arrives in Meissen without the PCs, particularly if damaged in the fight against Wild Willi, Karelia will try to learn what happened to Mössbauer's hirelings. She presents herself to Datz as a courier with a private message for one of the PCs (randomly selected if Mössbauer didn't learn much about the PCs when he hired them) in order to cover her real purpose. If the PCs departed from Captain Datz' boat, Karelia concludes that the PCs will likely be on foot along the Söllweg. In this case, she takes a rowboat to the Inn of the Three Wolves on the east bank and awaits their appearance (this assumes the PCs left the *Cold Water* to travel on their own).

In the event the PCs took the horses from Willi's band, there is a chance that they may have passed through the area before Karelia could intercept them. The arbitrator follows the PCs to Pfeildorf once she learns of their appearance and departure.

When the PCs arrive at Meissen, Karelia does not approach them directly. Instead, she follows them discreetly to see where they go for lodging. [GM Note: PCs with the *Sixth Sense* skill know they are being watched, but will not be able to make out Karelia as she is well-practiced at shadowing individuals in well-crowded places.] In addition, Karelia wants to see how the PCs react in public as well how they interact with one another. Furthermore, the arbitrator is trying to determine which of the PCs appear the most capable and has the makings of a leader.

In time, Karelia approaches the PCs, generally preferring a public place to do so, and tells them that she has been sent by Aldebrand Mössbauer to escort them to Pfeildorf (escort in this context does not include protecting or guarding the PCs). She tells them that Aldebrand did not provide her the reason for his request, but she trusted him enough not to inquire further. Karelia suggests that they find a private place to discuss the PCs' mission in Eppiswald. Should the PCs request that Karelia prove herself, she replies by naming each of those who signed the contract with

Aldebrand. If they demand further proof, Karelia responds by relating the PCs' basic mission to obtain any news of Professor Lessing. She also adds that they are to meet Aldebrand at the Inn of the Laughing Trout when they arrive at Pfeildorf.

Though they may remain wary, the PCs should hopefully accept Karelia for who she claims to be. In the event the PCs ask about her profession, Karelia admits to being a bounty hunter. She does not mention her connection to the Church of Sigmar. Karelia's goal is to win the PCs' trust – or enough of it – so they will confide in her about their findings. She hopes that such information might provide her clues as to what might be behind the strange interactions she had in Pfeildorf. Above all else, Karelia needs information.

Karelia is all ears should the PCs tell her of the history of the Eighth Theogonist and the Order of the Sacred Hammer, neither of which the arbitrator heard mentioned in any of her studies. She is keen to learn more, but does what she can not to be too obvious. Karelia initially listens more than she inquires and will hold some of her questions until some time after she has a moment to absorb what the PCs relate.

There is a chance that the PCs might be so comfortable with Karelia that they disclose their possession of an Ordo Scriptoris ring. Karelia knows of the heretical cult, but restrains her urge to take the PCs into custody. The arbitrator is keen on learning more about how the PCs came into possession of such an item as well as whether there is a connection between the secret orders.

At some point, Karelia asks the PCs when Captain Datz plans to depart Meissen. Should the PCs ask her why she would not know that information from Aldebrand, Karelia replies that the Verenan agent was not certain of the Captain's exact schedule. She adds that she needs to make arrangements with the Captain for passage as Aldebrand's request of her came after Datz had departed Pfeildorf.

Unlike her approach with Aldebrand, Karelia has decided to remain somewhat detached from the PCs and act as if she is merely doing the job Aldebrand hired her to do. During much of her time travelling with them, Karelia keeps pretty much to herself. She not only keeps an eye on the PC, but also scans the shore and road in case others have opted to keep watch for Mössbauer's hirelings.

Stirrings in Pfeildorf

As the PCs proceed to their rendezvous with Aldebrand Mössbauer, the situation in Pfeildorf has hardly remained still. Aldebrand Mössbauer returned to Pfeildorf on Mitterfrühl and promptly made arrangements for Captain Datz to pick up PCs in Eppiswald. The next day he meets with Father Humfried at the Temple of Verena and provides a status report. He provides the Verenan priest with the names and descriptions of the people he hired to investigate the area in search of clues of Professor Lessing. Further, Aldebrand tells Father Humfried that he intends to continue his research in Pfeildorf while awaiting the PCs' arrival.

Not sensing any urgency in Aldebrand's efforts, Father Humfried planned to meet with Father Feodor within the next few days. When he finally sent word, Father Feodor pushed for an immediate meeting. The Sigmarite priest had learned of Aldebrand's return within a day of his arrival in Pfeildorf. Father Feodor had to await Father Humfried's invitation to meet since he did not want to tip off the Verenan that there are other interests at play with the search for Professor Lessing.

Through he maintains his composure, Father Feodor was relieved that Aldebrand did not return with evidence of Professor Lessing's possible activities in the area of Eppiswald. He was taken aback that Aldebrand would hire unknown individuals and entrust them to continue the search while he returned to Pfeildorf. Father Feodor covered this by expressing his concern about the reliability and honesty of such folk and what they might report.

Father Humfried promised that he would ask Father Feodor to be present when Aldebrand's hirelings are questioned about their efforts.

Returning to his office in the Temple of Sigmar, Father Feodor prepares a report describing what he has learnt thus far. He then makes arrangements to have the report delivered to Gerhardt Haider.

Father Feodor receives a letter from Father Edmund of Geschburg on 10 Pflugzeit. Unless the PCs have been indiscrete with their findings while at the Abbey of St. Ewald, the first letter sent by Father Edmund contains little information about the PCs other than their names, description, and the fact that they survived a number of days exploring the haunted forest. The priest does mention that the PCs found evidence that Professor Lessing perished in the woods. The tone of the letter conveys Father Edmund's barely contained fear that there might be more to the PCs' activities around Eppiswald. He communicates he is strongly considering having the PCs killed in an ambush just to be safe.

Realising the potential disaster if Father Edmund acts in the matter he is considering, Father Feodor quickly takes the letter to Gerhardt Haider. The merchant is less than pleased with the manner in which the situation may compromise the secrecy of the Order. He also recognises that there is no time to stop Father Edmund's rashness. Dismissing Father Feodor, Gerhardt retreats to his study where he composes a letter addressed to the Master of Hess Tower in the Wilden Hills southeast of Pfeildorf. The following morning Herr Haider sends his trusted man-servant, Erich Honecker, to deliver the correspondence.

Secluded in the hills between the villages of Hausern and Durbheim, Hess Tower is so remote that few have heard of it. The tower and surrounding land was purchased by Haider's deceased grandfather many decades ago as a place where men dedicated to undertaking violent acts for the Order of the Sacred Hammer

reside and train. Some are sent forth to gather intelligence about the Order's enemies – both knowing and unknowing – while others are sent as hunter/killer teams to dispatch such persons. One such hunter/killer team departs for Geschburg to ensure that Father Edmund's lack of discretion never gets the better of him again.

Erich begins his return trip to Pfeildorf on the following day. Soon after, two men depart from Hess Tower to intercept the PCs at Wurmgrube. Their task is to follow and observe. Once they reach Pfeildorf, the two men will report their findings to Gerhardt Haider.

Having made his arrangements with Hess Tower, Gerhardt still needed more information. He contracted Rudolf Hundsdorfer to arrange for someone to tail Aldebrand Mössbauer to learn the routines of the young man who started this sequence of events.

While all this was going on, Father Humfried's latest meeting with Father Feodor caused him grave concern. He wondered what was it that made the priest of Sigmar so anxious to have the meeting with Aldebrand? The Verenan priest knew it was best to sit back and observe Father Feodor's behaviour rather than risk any direct questions. There was something in the Sigmarite's manner that concerned Father Humfried. The Verenan priest sent Aldebrand a message cautioning him to keep a low profile until his hirelings arrive in Pfeildorf. He further suggested that the young man communicate with him by messenger if need be. For his part, Father Humfried decided that he would discreetly reduce his interaction with Father Feodor and be wary as to what he may divulge to his Sigmarite counterpart.

In the midst of all these covert manoeuvrings, Johannes Krönert arrived at Pfeildorf by way of Nuln. Though he prefers to dress and pose as a scholar, Johannes is a wizard and member of the secret Order of the New Dawn. He is an associate of the late Professor Lessing, having collaborated on several research projects

together, generally in the area of the history of various religions. Johannes has recently been on his own expedition to southern Ostermark where he hoped to learn more about the fate of the Order of the Sisters of Sigmar. His arrival in the Sudenland town is no coincidence as he had recently learned of Lessing's disappearance and Aldebrand's efforts to find the missing Professor.

Johannes is a cautious and deliberate man. He quietly spends a few days in Pfeildorf to gain a sense of the politics of the town. After this Johannes visits the Temple of Verena to check their census records to learn where he might find Aldebrand. After he finds Herr Mössbauer's address, Johannes sends him a message via courier for a meeting at the Hammer and Anvil Inn in the Neusüdentor district.

The two men meet as arranged. Johannes provides proof of his past association with Professor Lessing to Aldebrand, who in turn tells of his efforts thus far. Johannes keeps his own counsel when he learns of the involvement of the Church of Sigmar. Through experience, Johannes has become distrustful of the higher echelon of the Church, believing them to be more concerned with their temporal power and petty political aspirations than uncovering the truth. He is also very much concerned about the lengths to which the Church leaders may go to hide their secrets. The two men parted ways promising to keep each other apprised of new developments.

Father Edmund's second letter concerning the PCs is delivered to Father Feodor on 16 Pflugzeit. The letter provides more information about the PCs, but does not present any clear information on what they have found in their investigations (even if the PCs were very talkative, Father Edmund's desire for secrecy renders his circumspect correspondence muddled). After reading the missive several times, Father Feodor seals the letter within another and sends a courier to deliver it to Gerhardt Haider.

Sidebar: Order of the New Dawn

The Order of the New Dawn is a secret order of wizards closely aligned with the Cult of Verena in Tilea and Nuln. The Order was founded during the suppression of Sorcery initiated in 1069 I.C. by the insatiable greed of Emperor Boris the Goldgatherer.

The goal of the Order is to recover lost arcane items and lore – both divine and sorcerous – that disappeared during that particular reign of terror and the succeeding centuries up to the ascension of Magnus to the Imperial throne. These items are stored deep under the huge libraries the cult maintains where members of the Order – some of whom have also been ordained as Verenan priests – study the salvaged artefacts, scrolls and tomes.

In the past, the Order has exchanged information and discoveries with the Sigmarite Ordo Scriptoris. Co-operation between the two organisations officially ended when the Ordo Scriptoris was declared heretical by the hierarchy of the Church of Sigmar.

The Order of the New Dawn runs an effective intelligence network among some of the leading figures in Imperial academia: antiquarians, archivists, collectors, explorers, and historians. Some of these, in turn, have informants who have cultivated contacts within the Colour Colleges, particularly the Gold and Light Colleges.

The following timeline provides a summary of the activities of the various parties in Pfeildorf:

Day	Events
Mitterfrühl	Aldebrand Mössbauer arrives in Pfeildorf. He makes arrangements with Captain Datz to bring the PCs to Pfeildorf
1 Pflugzeit	Captain Datz departs for Eppiswald. Aldebrand meets with Father Humfried at the Temple of Verena to report on his activities.
2 Pflugzeit	-
3 Pflugzeit	Father Humfried meets with Father Feodor to discuss the search for Professor Lessing.
4 Pflugzeit	Aldebrand brought in to directly make his report to Father Feodor with Father Humfried present.
5 Pflugzeit	Father Feodor's report on his meeting with Father Humfried reaches Gerhardt Haider.
6 Pflugzeit	Johannes Krönert arrives in Pfeildorf
7 Pflugzeit	Father Humfried prepares a report to be sent to the Temple of Verena in Nuln as a precaution.
8 Pflugzeit	-
9 Pflugzeit	Johannes Krönert meets with Aldebrand Mössbauer
10 Pflugzeit	Father Edmund's first letter is received by Father Feodor. The Sigmarite priest meets with Gerhardt Haider later in the day.
11 Pflugzeit	Erich Honecker departs for Hess Tower.
12 Pflugzeit	Erich Honecker delivers Herr Haider's message to the Master of Hess Tower by midday. Later that night, a team is sent to Geschburg to kill Father Edmund.
13 Pflugzeit	Erich Honecker departs Hess Tower to return to Pfeildorf. Two men are sent from Hess Tower to Wurmgrube. The two are to follow and observe the PCs.
14 Pflugzeit	Gerhardt Haider contracts Rudolf Hundsdorfer to arrange for someone to tail Aldebrand Mössbauer.
15 Pflugzeit	Aldebrand Mössbauer realises he is being followed and sends a message to Father Humfried.
16 Pflugzeit	Father Edmund's second letter is received by Father Feodor.
17 Pflugzeit	Father Edmund found dead by young Initiate in the morning. PCs arrive in Pfeildorf during late afternoon.

A Pleasant Trip

Other than hearing inconsequential gossip in the inns along the river, most of the journey down the Söll is uneventful. By the time the *Cold Water* reaches Wurmgrube, Karelia will have learned as much of what the PCs know as they are going to divulge. Whether this is a little or a lot, Karelia senses that the PCs may be on to something about which her superiors need to be informed.

The arbitrator does not accompany the PCs when they enter the fairly crowded Inn of the Marsh Lights. One of the men from Hess Tower has situated himself so he can easily observe and one entering the common room (the other is at the Inn of the Lonely Road in case the PCs are travelling on the Söllweg). PCs with the *Sixth Sense* skill feel the group is being watched and need only to pass an **Observe**+10 test (+10 for *Excellent Vision*) to catch the eye of the man watching them. All other PCs who are looking about may make an **Observe**-10 test (+10 for *Excellent Vision*) to spot the spy. The man watching the PCs turns away as if caught in the social faux pas of staring. From that point, the mysterious stranger is more discreet in his surveillance.

In the event the PCs remain oblivious to the man, he continues studying them for a time before departing without a word. Should the PCs challenge the man, he informs them that he is not doing whatever they claim he has been. He states that he is a wary traveller who has decided to stay for a short while before continuing his journey. If asked, the man states he is travelling from Meissen to Pfeildorf, but not in any particular hurry. Other than providing his name [**GM Note:** the name should be a false, yet common one such as Johann Schmidt or Wilhelm Braun], there is nothing more the man will divulge.

If pushed, he will comment that it is rude of the PCs to ask personal questions of a stranger. With that, the stranger departs and heads northward. If the PCs do not follow, the man finds a local fisherman to take him across the river. The stranger plans to rejoin his comrade on the other side. Should the PCs decide to follow the man he will do what he can to lose them, even to the point of leading them far from their ship and any help. If nothing else, the little exercise provides the stranger with some idea of the PCs' capabilities

Reinwald Durben and Carl Schummer, Spies of Hess Tower (Bounty Hunters)

Both men are in their mid-20s with close-cropped brown hair, stern expressions, and ice-cold blue eyes. Reinwald is the shorter of the two, being of stocky build and 5 foot 9 inches in height. Carl is more angular and taller at 6 foot 1 inch. The two are quite fanatical in their loyalty to the Master of Hess Tower and Order of the Sacred Hammer. They are working towards becoming members of the Shadow Hunters, the clandestine arm of the Order whose task is to eliminate opposition when required by the Servants of the Eighth Theogonist.

Current Profile:

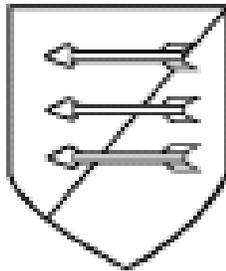
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	4	4	9	43	1	32	35	38	34	36	34

Skills: Follow Trail, Shadowing, Silent Move Rural, Silent Move Urban, Strike Mighty Blow, Theology

Equipment: Sword, Mail Shirt (1AP body), Dagger (I+10, S-2, Parry-20), 10 yards of rope, and purse (2 GCs, 28 shillings, 10 pennies).

In the event the PCs return to the *Cold Water* and describe the man watching them to Karelia, she concludes that the PCs might be under surveillance by another interested party. Karelia inquires about what made the PCs suspicious. Based on what the PCs report, the arbitrator might decide that she needs to take an even lower profile to keep from being associated with the PCs. At some point, Karelia knows such a connection will be made, but she prefers to put it off as long as possible.

Though on foot, the two men make it to Hinkend long enough to observe the PCs for a time. The man that the PCs did not encounter in the previous stop will be the next one watching them. The two men reappear in Durbheim together to watch the PCs before departing to Pfeildorf to give their report to Erich Honecker.



Act Three- Murder in Pfeildorf

Wherein the PCs arrive at their destination with the expectation of being paid the balance owed them for their investigation. Unfortunately, they have gained the attention of a powerful enemy bent on killing anyone who knows of secrets best left in the shadows. The death of their employer is the first of a number of murders in Pfeildorf.

Pay Day

If all goes well, the *Cold Water* heads to the Söllhafen docks in Pfeildorf in the late afternoon of 17 Pflugzeit with the PCs aboard. In the event the PCs assisted on the *Cold Water*, Captain Datz thanks them for their efforts and advises them to watch their belongings while in town. He cautions them that there are many thieves and their ilk lurking about in and near the harbour.

Karelia notifies the PCs that she has fulfilled her task of escorting them to town as Captain Datz and his sons make ready to moor the boat. She points out the Inn of the Laughing Trout to the PCs and bids them good luck. Should the PCs ask Karelia to accompany them for drinks or a meal, she declines. Karelia tells the PCs that she has things to which she must attend. In reality, Karelia suspects that the PCs have already come to someone's attention and the arbitrator prefers to put some distance from the PCs so her own mission will not be compromised. She disembarks quickly after the *Cold Water* is secured.

As the local stevedores approach the *Cold Water*, the PCs are free to step off the boat.

Sidebar: NPCs in Pfeildorf

To assist the GM, the following are the main NPCs in Pfeildorf:

Aldebrand Mössbauer- Employer of the PCs, Verenan agent.

Karelia Meitner- Arbitrator of Sigmar.

Gebhardt Haider- One of the secret leaders of the Sacred Hammer.

Erich Honecker- Herr Haider's manservant and his aide-de-camp.

Reinwald Durben- Spy from Hess Tower.

Carl Schummer- Spy from Hess Tower.

Baldur Sachs- Shadow Hunter from Hess Tower.

Lucas Frossman- Shadow Hunter from Hess Tower.

Father Feodor- Priest of Sigmar and one of the men involved with the search for Doktor Lessing.

Father Humfried- Priest of Verena and the other man involved with the search for Doktor Lessing.

Johannes Krönert- Colleague of Doktor Lessing.

Rudolf Hundsdorfer- Thug employed by Herr Haider for dirty jobs.

Father Bernd- Priest of Sigmar from Hess Tower

Udo Wundt- Demonologist under Father Bernd's control

Inn of the Laughing Trout

The Inn of the Laughing Trout [**Pfeildorf: Freistadt of Sudenland**, page 19] has a large common room, which is fairly crowded with boatmen, stevedores, and merchants. The inn is a reputable establishment run by Leberecht and Alicia Bührens. The Bührens employ Lorenz and Reinhold Wittig to deal with any problem customers quickly and effectively. There are private booths available for discreet business transactions at the cost of 1 GC. The food is reasonably good and the Dwarf cook, Wulfstan Puck, can also be counted on to assist the bouncers when such a need arises. The Bührens produce their own lager (1d a pint), but have recently reached a deal with Schwarzbrunn Brewery to carry their Dark Bitter (1/4) and Pilsner (1/2) brews.

Should the PCs look about the common room, they do not see Aldebrand anywhere. They have no choice but to wait for their employer to appear. After an hour wait (and before 5:00 PM), a young boy appears with a message for the PCs. He will not give it to them unless they give the courier a shilling. There are enough bodies in the common room that if the PCs threaten the boy to hand over the letter without some compensation, the messenger can run away with note in hand. PCs will have to make a series of **I** tests and hope they can succeed more times than the courier (**M** 5,

I 34) within six tests. The PCs may also succeed if they offer the fleeing boy at least 3 shillings.

Once the PCs get the note, they can read its message:

Handout #3

I'm afraid I cannot meet you at the Inn of the Laughing Trout. We seem to have come to the attention of those who are concerned with what you might have found. I'm not sure what that can be. Please meet me behind Stag's Leap south of Alttorplatz at 9:00 PM

*Yours truly,
 Aldebrand*

The PCs will have to pay the gate tax of 10 shillings (5 per leg) to enter Pfeildorf. The gate closes for the night about an hour or two after sunset. Those entering the town are only allowed one hand weapon and a dagger, and may wear either leather armour or a mail shirt beneath a tunic. Any other weapons and armour must be turned over and the bearer is given a receipt which can be exchanged for their possessions once they leave the town.

Hugo Babel, Thief

A smallish man at 5 ft 4 in, 120 lbs, Hugo Babel takes on small jobs as a lookout or decoy by others with more ambition. This enables him to make some reasonable money with little risk. From time to time, he has had to play the role of a terrified weakling to enhance his chances at getting away if caught. In reality, he is a cold-hearted weasel who would take an opportunity to stick a stiletto between the ribs of anyone who crossed him.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	41	3	3	8	47	1	46	28	29	31	30	40

Skills: Concealment Urban, Flee!, Secret Language-Thieves', Secret Signs- Thieves', Silent Move-Rural, Silent Move-Urban

Equipment: Dagger (I+10, S-2, Parry-20).

The Set Up

The PCs might decide to stake out the place before the 9:00 PM appointment. If they do so from a place of safety about fifteen minutes before the meeting with Aldebrand is to take place, the PCs see a man walking cautiously and quietly behind (south side) the Stag's Leap tavern [**Pfeildorf: Freistadt of Sudenland**, page 21]. The furtive man is wary and seems to be looking to see if anyone is around. Should he determine that no one is about, he draws a symbol on the east corner of the tavern with a thick piece of white chalk. PCs with the *Secret Signs- Thieves'* skill recognise the symbol for "all clear."

In the event the PCs decide to go after the lone man, they will need to make an **I** test (+10 for *Silent Move Urban*, +10 for moving cautiously) to avoid making noise in their approach. Should the PCs fail by less than 30, the stalker must make a **Listen** test to hear the PCs. The man will pause for a moment as he tries to locate the sound. If the PCs make any other noise, the man bolts in the opposite direction. He also does the same if the PCs charge him from their hiding place or fail their test by 30 or more.

Should he be forced to flee the PCs, Hugo Bebel runs as if the ravens of Mórr were giving chase. He turns right when he reaches Ewigruhe Weg, heading towards Mórrsfeld Gate and away from the central Alttopplatz. He continues about 50 yards or so and then ducks down one of the narrow streets leading to the Neusüdentor district. The direction of Hugo's flight is not random. As he turns onto Ewigruhe Weg, he leads the PCs past three men wearing dark clothes and hoods standing in the shadows of another narrow street. The men wait for the PCs to either run by to catch Hugo or wander away from the area.

If the PCs are able to catch Hugo, the fearful man pleads for his life. Without much prodding, he tells the PCs that two men had paid him several shillings to look around the back of Stag's Leap for people wandering about. If he

spotted no one, Hugo was to leave a sign indicating that all was clear. Hugo mentions that he was told to quickly leave the area once he left the sign or if he spotted anyone suspicious. Hugo adds that had he known he would be pursued, he would have asked for at least one GC in payment.

Murdered!

Once the area behind Stag's Leap is marked clear or the PCs have chased after Hugo, Martin Bethe, Oskar Hassler, and Uhler Renner carry a hooded body into the alley. There they unceremoniously dump the corpse of Aldebrand Mössbauer near the back door of the tavern. The men then move to a position where they can safely observe the discovery of the body.

The assassination of Aldebrand was ordered by Gebhardt Haider. The powerful merchant decided that the Order of the Sacred Hammer could not chance that the PCs had found information that might expose the secret Order to the Verenans. He decided Mössbauer was the link to sever, cutting off the PCs from the Cult of Verena. Haider's manservant, Erich Honecker, arranged to have Martin, Oskar, and Uhler abduct Aldebrand after he sent the message to the PCs changing their meeting place. Aldebrand suffered a two-hour beating at the hands of the two brutes as they extracted what information they could from him. Erich attended the brutal torture recording Aldebrand's words. Haider's manservant used a pseudonym and wore a disguise as a precaution. Once Erich determined that Aldebrand revealed as much as he knew, he signalled Oskar to strangle their victim.

Should everything work as planned, the PCs will discover Aldebrand's corpse. The GM may require the PCs to pass an **Int+30** test to recognise the bruised and swollen face of their employer. As the PCs begin to look around, the hidden men begin to shout for the Watch, crying "Murderers" to alert others in the vicinity to the PCs' presence. There is a cumulative 10%

chance per round that others hear the hue and cry (35% chance it's a passing Watch patrol). Should others arrive on the scene, the three men will emerge from somewhere in the shadows to join anyone willing to apprehend the PCs.

In the event the PCs decide to flee the area, Martin, Oskar, and Uhler follow if the odds of a fight favour them. Otherwise, they depart as they were instructed.

What to Do?

There is a chance the PCs might catch the three murderers in the act of dropping off Aldebrand's body. The PCs have three choices: (1) do nothing until the three men depart, (2) confront Aldebrand's slayers, or (3) follow the killers to whatever destination they head towards.

In the first situation, the PCs remain in the shadows watching the three men dump the body behind Stag's Leap. The strangers look around warily to make sure they are not seen by any witnesses. Martin, Oskar, and Uhler then look for places in the shadows where they can observe the PCs make their discovery. At the GM's discretion, there is a reasonable chance that the hiding places the footpads choose may be occupied by the PCs. In the off-chance that the three find a different place to wait, they remain in hiding for roughly twenty minutes after the bells at the Guildhall ring for 9:00 PM. If the PCs make no appearance, Martin, Oskar, and Uhler depart.

The PCs might choose to go with the second option and confront Martin, Oskar, and Uhler as soon as the three drop the corpse of Aldebrand among the rubbish of the alley, when the three settle into the shadows, or as they depart. If so accosted, the footpads use their clubs to beat back armed opposition. Should the PCs prove inept at fighting, Martin, Oskar, and Uhler press their attack to scatter the PCs. In the event the PCs prove able to trade blows with them, the three men will scatter in the hope of escaping. Martin, Oskar, and Uhler are not interested in

surrendering out of concern that the treatment they have earned at the PCs' hands will be the same as they have meted out to the late Aldebrand.

The PCs could call out "Murderers" and shout for the Watch in the same manner that the three men were planning. As soon as the hue and cry rings out, Martin, Oskar, and Uhler take off running in different directions. The PCs will have to give chase, trying to follow those who know the streets of Pfeildorf well.

Following the three men from a discrete distance proves to be a time waster as the three have no reason to return to the scene of Aldebrand's murder. They have been paid well enough and are returning to their normal haunts to spend their money on drink and other diversions. There is also a chance that the PCs might do something dumb (botching a **Concealment** or **Silent Move** test) and alert the three wary men that they are being followed.

In the event the PCs succeed, Martin, Oskar, and Uhler head down Ewigruhe Weg as Hugo Babel did and then turn towards the Neusüdentor district to a dive named the Rooster's Henhouse. The patrons of this establishment are low-ranking members of various gangs and other low-lives. Outsiders rarely come to such an establishment unless they are well-armed or enjoy playing the part of victims. This is no place for the PCs to tarry for long. If they have a plan to capture one of the killers, then they need to execute it quickly. Otherwise, people of the same sort (i.e. use same profile) as the killers may decide that the PCs represent too good an opportunity for mugging to pass up. Essentially, it will be a mass melee where everyone will be trying to take out the PCs.

The PCs may opt to wait out one of the three men. Should the PCs succeed in tracking the three murderers of Aldebrand, they need only wait a short time before one of the three leaves the Rooster's Henhouse with a prostitute. The

two head off towards one of the nearby buildings with single-room flats.

The PCs can obtain whatever information the target has through either bribes (1GC or more) or torture (the man provides the names of his accomplices only under torture). He will provide the name of the man who hired them – Johann Braun – and describes him as a middle-aged man with short, badly cut brown hair, of medium height and thin build. He is also described with ice cold blue eyes, a matching demeanour, and a small scar on the chin as if nicked by a knife.

Moreover, the man divulges the manner of Aldebrand’s death: a torturous interrogation to extract the planned meeting location, time, and description of who would be attending (the PCs), followed by a two hour beating once Herr Braun was satisfied with the obtained information.

If asked how the three were hired by Herr Braun, the PCs’ prisoner states that they were hired via message sent to the proprietor of the Rooster’s Henhouse, Max Schnell. The message is always dropped when the tavern is closed from 4 am to 12 noon.

Martin Bethe, Oskar Hassler, and Uhler Renner, Footpads

The three are basically thugs for hire, generally by the Heinkel family and their associates to work as muscle or any other unsavoury tasks, including murder. The three are hired as a group or individually, receiving instructions by blind drops at several dives, including the Rooster’s Henhouse. The three are fairly large men, over 6 foot in height and 200 lbs.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	4	4	8	42	1	31	31	32	33	35	30

Skills: Silent Move Rural, Silent Move Urban, Strike to Stun

Equipment: Club, Leather Jack (0/1AP body/arms), Dagger (I+10, S-2, Parry-20), Hood.

Ambushed!

The PCs are being stalked. No matter whether they safely departed from the rear of Stag’s Leap, were chased from there, or tracked down one of Aldebrand’s killers, there are another two men tracking them. The two men are Shadow Hunters sent by the Master of Hess Tower at Haider’s request. The Shadow Hunters’ orders are to track the PCs to their lodgings and assess, if possible, their fighting capabilities. Should the opportunity present itself, the Shadow Hunters are to take out as many of the PCs as possible.

The PCs are likely without lodging, even if they made arrangements at the Inn of the Laughing Trout. The Söllhafen Gate is closed for the night should the PCs try to return there.

There are a lot of deserted stretches in Pfeildorf at the time of night the PCs are wandering. PCs

with the *Sixth Sense* skill feel someone watching the group. A successful **Listen** test for soft noise (+10 for *Acute Hearing*) results in the PC hearing a sound, but not necessarily its location. The Shadow Hunters are expert enough to cease any movement if they have made a sound they did not intend.

At some point, one of the Shadow Hunters makes a loud enough sound that should bring the PCs to a halt. When that occurs, the other Shadow Hunter moves into position to fire at the PCs from their flank. Both men are armed with short bows smuggled into Pfeildorf by Haider’s connections. The two Shadow Hunters intend to fire their ten arrows at the PCs. Should the PCs close on their position, the assailants drop their weapons and retreat. The two assassins will not risk capture.

If the PCs fare poorly during the missile fire, Karelia Meitner reappears on the scene having tracked the Shadow Hunters (so intent on the PCs were the two from Hess Tower that they did not know they were being followed in turn). She attacks and momentarily drives off one of the Shadow Hunters, which causes the other to retreat to rejoin his comrade. Karelia runs out of the shadows after the sounds of a clash of metal and calls the PCs to quickly follow her. In the event the PCs hesitate, Karelia tells them that their attackers will be back if they do not move quickly.

Should the PCs manage to chase off their assailants on their own, Karelia still comes from the shadows and calls for the PCs to follow her. She knows that the PCs have been lucky, but they are still mismatched by their attackers.

Karelia leads the PCs through the streets of Pfeildorf in a seemingly haphazard manner: quickly turning down one street and then ducking into an alley. Karelia's aim is to lose any possible pursuit. She signals the PCs to enter a building once they are tiring and hopelessly lost. If they ask, Karelia tells the PCs she has led them to Aldebrand's flat. Karelia believes the PCs will be safe here though she does not know Aldebrand's current whereabouts.

Before the PCs can comment, Karelia tells the PCs to hurry. She has no idea if the two men are in pursuit, but she wants the PCs to be quickly out of view. Karelia leads them up to a flat on the second floor to the rear of the building. She opens the door to a thoroughly trashed dwelling. Karelia tells the PCs she arrived at the flat about an hour previously and found it in this condition. The large room of the two-room flat has a couple of overturned chairs near the fireplace and a desk with its drawers pulled out and dumped nearby. The bed in the bedroom has also been tossed, and a chest of drawers emptied and clothes strewn about. If the PCs search the first room successfully, they will find some drops of blood indicating that the mess was (at least partially) a result of a struggle.

Should the PCs mention Aldebrand's fate, Karelia will be taken aback and quiet for a few moments as she digests the news. The PCs may take the opportunity to pose some questions to the arbitrator.

On the issue of money, Karelia knows nothing about the balance of the fees owed the PCs for their efforts on Aldebrand's behalf. She suggests that the PCs may wish to inquire at the Temple of Verena to collect what is owed them.

Regarding her bringing the PCs to Aldebrand's flat, Karelia assumed it would be the last place where they would be sought by those who did him harm. She reckoned that no one would presume Aldebrand would lodge his hires within his dwelling. If anything, the PCs' employer might arrange for their lodging at a nearby inn. As far as Karelia can tell (or admit), the evidence is clear that what happened was not a random act.

In the event the PCs inquire as to how she found them, Karelia tells them that it was purely by chance. She had been searching the area for Aldebrand after finding him absent from his pillaged flat. Karelia came across two individuals acting suspiciously on the streets nearby. It was clear to her that they were following someone with purpose. Karelia decided to do likewise and remained undetected as the two were so intent on their task. Within moments, she recognised the PCs and quickly realised they were the quarry. Karelia knew that she had to assist the PCs, but had to let the situation unfold before making her move.

The PCs might be suspicious of Karelia and her motives sensing that there is something more she is not disclosing. Karelia adds nothing more to her story and she declines to go into any details on her other activities since the PCs last saw her. If pressed, the arbitrator reminds the PCs that they have had a long, trying day and they are clearly fatigued. Karelia excuses herself and departs for her place of lodging; making sure that she is not followed by anyone.

Baldur Sachs and Lucas Frossman, Shadow Hunters (Assassins), ex-Bounty Hunters

Baldur and Lucas are fanatical members of the Order of the Sacred Hammer. They follow their orders explicitly, knowing that secrecy is one of their priorities. Both men have serious demeanours though they can be engaging when necessary. Baldur and Lucas are above average in height with medium builds.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	63	4	4	12	62	4	61	52	54	56	56	50

Skills: Concealment- Rural, Concealment- Urban, Disguise, Follow Trail, Marksmanship, Prepare Poisons, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Blowpipe, Specialist Weapon- Fist, Specialist Weapon- Flail, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon- Parrying, Specialist Weapon- Throwing Knife, Specialist Weapon- Two-Handed, Strike Might Blow

Equipment: Sword, Short Bow (R 16/32/150, ES3, 1 round load and fire), 4 Throwing Knives (R 4/8/20, ES C, 1 round load and fire), Dark Clothing

In Search of...

After Karelia has departed, the PCs may decide to search Aldebrand's ravaged dwelling for some clue as to what is going on. Going through what is scattered about does not provide any useful information. Papers on the floor of main room include Aldebrand's musings on a number of historic events such as the 20th century Wizard's War (Sigmarite over-reaction to alleged demonologists and necromancers?), the strife between the Sisters of Sigmar and the orthodox Church after the fall of Mordheim in Ostermark (1999), and the wars of the 21st century (which Aldebrand sceptically notes as the so-called War of the Vampire Counts). There is also information about various herbs and their properties among the historical papers.

The PCs may investigate the flat for hidden compartments or other hiding places. If the PCs do a cursory check on the scattered drawers of the desk, they must successfully pass a **Search** test to find a false bottom. Should the PCs conduct a more thorough inspection, they find the false bottom and the catch without requiring a test. Should the PC push in the catch on the bottom near the front, the inside of the bottom

drawer pops up. Within the compartment is **Handout #4**.

Handout #4

Fr. Humfried,

Since I reported to you that I was being watched by unknown persons a few days back, I am beginning to fear for my life. I still have no idea why I have drawn such attention.

While being trapped in my flat, I have taken time to reflect how I came to this state of affairs.

I have concluded that the Lessing affair is the cause of all this. I would never have thought that the search for a missing Verenan scholar would bring such attention from the Church of Sigmar. In hindsight, Fr. Feodor seemed too concerned about the effort in Eppiswald without once answering our questions about their effort near Übersreik.

Perhaps we together can meet with Herr Krönert after I meet tonight with those I hired in Eppiswald. I have sent word to them about the meeting place.

*Yours truly,
 Aldebrand*

The PCs may opt to set watches for the night. As a result of Karelia's intervention, the two men from Hess Tower have lost track of the PCs and retired for the night. The PCs can rest for the night without problem.

On the other hand, the PCs might choose to head out to recover Aldebrand's body and deliver it to the Mourners' Guild for burial. It will take the PCs some time to get their bearings and find their way back to Stag's Leap. When they do so, they find Aldebrand's body is no longer there.

In Need of Answers

The PCs have a couple destinations to continue to seek out answers. There is also a question of the remainder of the fee Aldebrand promised them as well as who should pay the balance. Moreover, the PCs may have letters from Eppiswald to deliver.

The Mourners' Guild

If the PCs missed Aldebrand's body being dumped behind Stag's Leap, or if they left it behind, someone in the area has run off to notify the Mourners' Guild [**Pfeildorf: Freistadt of Sudenland**, page 21-22] of the corpse. Several Mourners arrived at the site and took Aldebrand to Manfeld's Funeral Parlour [**Pfeildorf: Freistadt of Sudenland**, page 22] near the Mórrsfeld Gate.

The body is placed in the deep cool cellar until a priest of Mórr can examine the body for possible necromantic magic. The corpse also remains in state to give time for identification. If no one comes forward to provide the corpse's identity within three days, the body is placed in a pauper's grave and covered with lime for quicker decomposition. Should the corpse be identified, the funeral parlour attempts to find family or a will registered with the Honourable Guild of Legalists so the proper funereal rites can be administered.

In the event the PCs identify Aldebrand and explains his ties with the cult of Verena, the funeral parlour notifies the Verenans of the loss. Manfeld then completes Aldebrand's burial arrangements.

Grand Church of Sigmar

Should the PCs have correspondence to deliver from Eppiswald, they may decide to do so before meeting Aldebrand behind the Stag's Leap. The Grand Church [**Pfeildorf: Freistadt of Sudenland**, page 17] is the largest Sigmarite temple in the Söll valley and there are always initiates around keeping the temple clean when prayer services are not being conducted.

An initiate offers assistance to the PCs shortly after they enter the temple. She either accepts the correspondence from the PCs or escorts them to Father Feodor, who receives all letters addressed to clergy at the temple (including any directed to Lector Raphael von Mauchen).

Father Feodor greets the PCs when they arrive to his office. He engages them in small talk: asking their names, places of origin, and how they came to Eppiswald. Being rather secretive himself, Father Feodor assumes the PCs know more than they let on, no matter how honest they may be. The Sigmarite priest tries to be circumspect with his questions so as not to arouse suspicions, but he is eager to learn what the PCs have learned whilst in the forest of Eppiswald.

Should the PCs mention either the Eighth Theogonist or Ordo Scriptoris, Father Feodor keeps his expression steady. He has heard only of the latter. He encourages the PCs to talk about what they know so he can report their information to Herr Haider as soon as he can meet with him.

If the PCs did not identify Aldebrand for the Mourners' Guild, it takes two days for word to reach Father Humfried at the Temple of Verena. Once the Verenian priest learns of Herr

Mössbauer's death, he sends a messenger to inform Father Feodor.

Should the PCs be the first to notify Father Feodor of Aldebrand's death, the Sigmarite priest is surprised. He makes the sign of the hammer and says a quiet prayer to Sigmar once he collects himself. Father Feodor then asks how the PCs came to this information.

The PCs may now take the opportunity to ask for the balance of the money Aldebrand owed them. After all, the signature of the Lector was on the warrant authorising the PCs to enter the old forest of Eppiswald. Father Feodor is momentarily taken aback by the affront and coldly suggests the PCs seek their compensation from Father Humfried at the Temple of Verena.

PCs wishing to speak to Lector von Mauchen must make an appointment with Father Feodor. Though he is under no obligation to meet their request, the Lector's secretary asks the PCs for the nature of the business they intend to discuss. He also asks the PCs for the name of their residence, explaining that the Lector is a very busy man and they will be summoned should the Lector grant their request. The PCs should be left with the impression they will unlikely get to meet the Sudenland Lector.

Temple of Verena

With the death of Aldebrand, the PCs are likely to pay a visit to the Temple of Verena [**Pfeildorf: Freistadt of Sudenland**, page 17] to collect the money owed them. When the PCs ask to meet with High Priestess Gretchen Herzberg, they are led to the office of Father Humfried.

The Verenan priest warmly greets the PCs and asks their business. It is likely the PCs are the first to bring word of Aldebrand's death, which upsets Father Humfried. He asks the PCs to relate all the events that led to the death of his friend. The news so disturbs Father Humfried that he tells the PCs to return in three hours

time so he can collect himself and journey to the Mourners' Guild (or Manfeld's Funeral Parlour, depending on the PCs' information) to pay his last respects. Should the PCs offer to accompany Father Humfried, he accepts and asks the PCs to wait outside so he can prepare himself.

Once they are on their way, Father Humfried requests that the PCs take him to the spot where they first found Aldebrand's body. Should the PCs wish to continue the conversation started in his office, Father Humfried responds that there is time for conversation later. He prefers they journey in silence in remembrance of Aldebrand. Father Humfried offers a prayer to Mórr at the site where the corpse was dumped and then again when they arrive at the funeral parlour. In the event the PCs have no idea where the dead body was taken, Humfried assures them that the Mourners' Guild is notified of any found dead in Pfeildorf.

Tears well up in Father Humfried's eyes when he beholds the battered and disfigured face of Aldebrand, wondering aloud how anyone could do such a thing. He then verifies Aldebrand's identity to the Dwarf undertaker, Josef Manfeld, and states that the Temple of Verena will pay for the dead man's funeral expenses.

Father Humfried continues his silence during the return trip. When the entourage reaches the temple, the Verenan priest asks an initiate to show the PCs to his office so he can take a few moments to contemplate what has occurred.

After ten to fifteen minutes has passed, Father Humfried returns with the balance of GCs Aldebrand agreed to pay the PCs. Though Aldebrand was killed, the priest tells the PCs to recount everything that occurred in their investigations, including anything of interest that occurred afterward. Father Humfried informs the PCs that he expects them to be completely honest in their account as well as forthright in their suspicions.

Should the PCs mention the Eighth Theogonist, Father Humfried asks them to elaborate on what they have learned. The Verenan priest has not heard of this story before nor does he know about the Order of the Sacred Hammer. He is eager to learn more and requests the PCs carry on. Father Humfried eagerly looks at whatever proof the PCs provide to back up their story. The priest also realises the implication of what he is being told, so he does not take notes.

On the topic of the Ordo Scriptoris, Father Humfried vaguely remembers the Sigmarite Order being declared heretical when it was learned after the Great War that some of their prominent members had been corrupted by the Ruinous Powers. He cautions the PCs to be careful not to mention this order to anyone within the Church of Sigmar. The PCs may find themselves the subject of interrogation should anyone think they know more than they do.

At some point, the PCs may present the letter (*Handout 4*) they found secreted in Aldebrand's flat. Father Humfried reads Aldebrand's words carefully. He frowns as he contemplates the meaning of the letter.

Handing the letter back to the PCs, Father Humfried apologises (as if to Aldebrand). He readily admits to having trepidations about the reaction of Father Feodor to Aldebrand's efforts and knew of the scholar's reporting of being watched, but the Verenan priest did not truly connect the two. Father Humfried comments that there is no direct proof, but tells the PCs he believes it would be safest to assume something in the Lessing affair led to Aldebrand's death. Whether or not the PCs have divulged their own troubles, Father Humfried suggests that everyone involved – himself included – should take whatever precautions are necessary to safeguard themselves.

Father Humfried asks the PCs where they are staying should he need to contact them.

In the event the PCs ask about Karelia Meitner, Father Humfried replies that Aldebrand never mentioned her. He remarks (from the PCs' descriptions of their encounters) that she is an enigma and unsure what her interests are with this matter. The priest cautions the PCs to be wary should they meet up with her again.

If the PCs ask about Herr Krönert, Father Humfried tells them that he has not met with the scholar and historian, but a previous note from Aldebrand mentioned him. The priest knows the man as a researcher of some repute and believes he is also aligned with the Cult of Verena in Nuln. Father Humfried tells the PCs that he will contact them should he get the chance to talk to Herr Krönert.

Chasing Leads

In their discussion with Father Feodor or after their interview with Father Humfried, the PCs might become suspicious of the Priest of Sigmar.

Father Feodor has his suspicions as well. He sends an initiate to ensure the PCs have left the temple's interior with the instruction to return once they are gone. The priest then waits a while longer just to make sure the PCs have not returned before writing and sealing a cryptic note to Herr Haider. He then summons one of the younger initiates, Brother Aldhelm, to personally deliver the message to Herr Haider's manservant, Erich Honecker. He instructs the young man that under no circumstance is he to hand the letter to anyone else and urges him to make haste.

Should the PCs manage to station themselves out of sight, but at a place where they could watch any activity outside the Grand Church, they notice that Watch patrols are fairly common on the slopes of the hill. After roughly twenty minutes have passed since their meeting with Father Feodor, they see a young initiate depart the temple and walk briskly up the hill on Schloss Strasse. As the wide street is fairly straight and the initiate crosses to the other side, it will be difficult for the PCs to catch up the

young man without anyone at the temple seeing the interception. On one hand, the grade of the hill does make it difficult for anyone at the Grand Church to intervene and stop the PCs in their pursuit of the initiate. On the other, someone could easily call out for a Watch patrol.

The initiate is only going roughly 120 yards uphill to the residence of Herr Haider, a rich, successful, and very influential merchant widely known to the important people in Pfeildorf. If the PCs inquire about the man, people in the know tell them that Herr Haider is not a person with whom one trifles. People in his position can easily hire people to deal with nuisances in whatever manner suits them.

Should the PCs simply watch from a safe distance, they see Brother Aldhelm walk up to the large front door of the three-storied, dull yellow-coloured townhouse. A coat of arms hangs above the front door with a device of a scarlet hammer atop an octagonal field of yellow with a background of blue. PCs from the local area (region from Pfeildorf to Wissenburg) with the *Heraldry* skill recognise the coat of arms as belonging to the powerful Haider merchant family. The Haiders are also influential patrons of the Church of Sigmar.

A few moments after the initiate knocks, a large brutish man in a tight-fitting doorman's uniform opens the door. The two exchange words (PCs with *Acute Hearing* can attempt a **Listen** test for soft sounds to hear) – Brother Aldhelm asks for Erich Honecker, the doorman asks on what business, the initiate responds by stating he has a letter to personally deliver to Herr Honecker, and the doorman tells him to wait a moment.

The door is closed for a few moments before it is opened by a middle-aged bald man of medium height and thin build. In the event the PCs can manage a closer look without being seen, Herr Honecker has a very serious demeanour, pale blue eyes and a small scar on the chin (as if nicked by a knife). If the PCs do not take care

of concealing themselves, Herr Honecker has a 45% chance of noticing them. He takes the letter from Brother Aldhelm and closes the door without a word of thanks.

The PCs may decide it would less likely cause difficulties if they were to meet Brother Aldhelm after he delivers the missive. Depending on their approach, the PCs may have to make a **Fel** test (or **Ld** test if intimidation is the preferred method) to coax the initiate into telling them what little he knows. No matter what approach the PCs use, the young man has no clue as to the message contained within the sealed letter.

Reckless PCs might take the letter from Brother Aldhelm before he could deliver it. In such a circumstance, the PCs can easily succeed, but they will find the Watch less than understanding. A Watch patrol arrives quickly on the scene in response to Brother Aldhelm's cries for help (or criers of onlookers in case the PCs effectively silence the initiate). Should the PCs prove too fleet of foot or very lucky, they can find some place in relative safety were they can open the letter from Father Feodor [Handout #5].

Handout #5

I have met with those hired in Eppiswald. I am convinced that they know more than they let on.

I can also vouch that the descriptions we were provided earlier are accurate.

I leave their fate in your hands.

May Sigmar bless your efforts.

Midnight Rendezvous

In the short time he conversed with Aldebrand, Johannes Krönert had gained the young man's confidence. He had learned about the PCs as

well as their task. In addition, the historian ascertained that the interest of the Church of Sigmar in Aldebrand's and his agents' efforts seemed unusual when compared to their own lack of effort in searching for Professor Lessing in Übersreik.

After his meeting, Johannes kept his distance, preferring to observe and reach his own conclusions. From time to time, Johannes wandered passed Aldebrand's flat to see if there were any outward signs of unusual activity. Within a week, Johannes noticed that there were individuals loitering during the day and night hours outside the building where Aldebrand lived. Though these individuals changed from time to time, it was still the same five men that undertook what appeared to be surveillance.

Johannes spent the last few days awaiting the PCs arrival on the *Cold Water*. Rather than follow them, Johannes noted their appearance and had a sense that they would at some point make a visit to the Temple of Verena (assuming they would be in Aldebrand's company).

The historian missed the visiting PCs, but finally met with Father Humfried. The two discussed what has occurred and Johannes finally learned of Aldebrand's death. He asks Father Humfried to give him a letter of introduction and their address as he intended to meet the PCs in a manner that suits his intent.

Sometime around midnight, Johannes makes his move. He methodically reconnoitres the area where the PCs are lodging to ensure they are not being followed. As much as he can manage, Johannes stealthily approaches the PCs in their accommodations. If the PCs do not maintain a watch, Johannes appears in their room as they sleep. Should the PCs be vigilant, then the scholar knocks on their door and quietly asks if he might have a word with them. If asked, Johannes passes the letter of introduction [Handout #6] under the door.

Handout #6

To My Fellows,

I have provided Herr Krönert with this letter of introduction to assure you that he is a historian of no small reputation, a friend and colleague to the late Doctor Lessing as well as to Aldebrand, may Mórr watch over his soul.

I pray that you and Herr Krönert can help one another to determine the mystery behind recent events.

May Verena lead you to enlightenment.

Father Humfried

At this stage, the PCs may prefer Johannes first tells them what he knows before they tell their story. After all, they have repeated it so frequently to others and might assume the scholar learned all of what they had to say from Father Humfried.

Seeing no reason not (to appear) to be honest, Johannes tells the PCs the following:

- Professor Lessing specialised in studying little documented historical events involving the Church of Sigmar.
- Like himself, Lessing did not accept the Church's version of history at face value.
- The Church does not engage in any illegal activities, but will use other means to discredit any who oppose their official stance.
- The Church of Sigmar had agreed with the Verenans to search for the missing Professor Lessing in the area of Übersreik, but failed to do act upon this agreement.
- The involved Sigmarite contact – Father Feodor – seemed to overreact to the recent news of Aldebrand's efforts and the hiring of the PCs.
- The murder of Aldebrand suggests some unofficial connection to the Church.

There are a few things that Johannes considers loose ends. He has no idea who Karella Meitner is nor what her interest is in the entire affair. Should the PCs have mentioned the Ordo Scriptoris at any point to Father Humfried, Johannes will have heard that the group was outlawed as heretics in the time of Magnus the Pious (sometime after being granted special status by the newly-elected Emperor). Other than that, he knows nothing about the group.

If the PCs mention the Eighth Theogonist or Order of the Sacred Hammer, Johannes' interest becomes obvious. He asks them to recount what they know and how they learned it (in the event the PCs also mentioned it to Father Humfried, Johannes knows what they have already said, but would like to hear it from the PCs). The scholar questions the PCs more closely than the Verenan priest as he is astute enough to realise that some heretofore unknown information might be somehow connected to Professor Lessing's recent studies as well as Aldebrand's death.

Johannes Krönert, Scholar (ex-Initiate, ex-Student, ex-Wizard's Apprentice, ex-Wizard)

The 6 foot-tall, physically fit Johannes has been a member of the secret Order of the New Dawn for fifteen years and an active member of the scholarly Societas Antiquarii (Brotherhood of Antiquarians) for over twenty. Soon after he joined the Antiquarii, Johannes' intelligence and discretion came to the attention of Paulus Neumann, an influential member of the New Dawn and member of the University of Nuln faculty. Herr Neumann took the young Johannes under his wing and helped developed the young man's skills as a student of both history and magic. Eleven years ago, Johannes and Paulus were working on a joint excavation in the foothills of the Black Mountains near the River Oggel when they came under attack by bandits. A lucky bowshot killed the elderly Neumann before Johannes and the expedition beat off the attack.

After so much time, the late 40ish, brown-haired (streaked with grey) Johannes has been keeping an eye out for a student worthy of recruiting into the Antiquarii and, possibly, the Order.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	4	5	10	63	1	42	45	68	44	66	44

Skills: Arcane Language-Magick, Astronomy, Cartography, Cast Spells- Petty, Cast Spells- Battle 1, Cast Spells- Battle 2, Evaluate, Herb Lore, History, Identify Plant, Linguistics, Magical Awareness, Magical Sense, Meditate, Numismatics, Read/Write (Kislevite, Reikspiel, and Tilean), Rune Lore, Scroll Lore, Secret Language-Classical, Speak Additional Language (Tilean), Theology

Magic Points: 21

Spells: Petty: Blot, Find, Gift of Tongues, Glowing Light, Magic Flame, Open, Petty Healing, Sleep, Weaken Poison
1st: Aura of Resistance, Cure Light Injury, Detect Magic, Immunity from Poison, Slippery Ground, Steal Mind, Wilt Weapon
2nd: Aura of Protection, Break Weapon, Lightning Bolt, Mystic Mist, Smash, Zone of Sanctuary

Equipment: Sword, Dagger (I+10, S-2, Parry-20), Silver medallion of an Owl with amethyst eyes, Writing Kit, Journal, Satchel with components, Book on Imperial History (which Johannes authored), and purse (14 GCs, 24 shillings, 10 pennies)

Echoing Father Humfried, Johannes recommends that the PCs be wary. He points out that the recent attacks on the PCs – coupled with Aldebrand’s death – indicates that the PCs are marked. Johannes also tells the PCs that openly leaving Pfeildorf will only mean they will be pursued. The historian informs the PCs that he is planning to secret them out of Pfeildorf, but the effort will take some time.

The PCs may be hesitant to trust Johannes. He is, after all, just another stranger with an agenda of his own. The suspicious PCs may ask Johannes why he is so eager to help those he doesn’t know. The scholar pauses for a moment and then smiles.

“You are right not to trust me,” Johannes advises the PCs. “My motives are hardly as altruistic as presented. I do believe that some splinter group within the Church is working to some secret end and are attempting to silence those who may expose them. If you escape their trap, then this group has to risk revealing themselves in order to hunt you down. In doing so, we will have a better idea as to who they are. Moreover, I believe you to be astute enough to realise that your chances of survival would be enhanced if you could meet your foe in the open rather than worry about a knife coming from the shadows in Pfeildorf.”

Johannes continues, “In any event, I will continue to make preparations. I shall contact you once everything has been arranged. Should you change your lodgings as a precaution, please keep Father Humfried informed. It is now time for me to depart.”

Should the PCs have further questions, Johannes will do his best to indulge them. If they ask why they simply cannot leave on their own, the historian replies that such an option is opened to them, but those who would harm them clearly have the resources to track them down. Johannes firmly believes that the PCs would be better served if they trust him this much.

Johannes will not stay too long as he fears that he might be seen in their company. The scholar

knows that he should not risk revealing himself to the unknown enemy at this time

Another Journey to Mórr

The day following their meeting with Johannes, the PCs might head to the Temple of Verena to meet with Father Humfried again. If so, they are in for a grave disappointment. The atmosphere in the Temple is one of grief as Father Humfried was discovered dead in his flat in the morning. His death was unexpected as he had been in good health. If the PCs inquire as to the nature of his death, they will be told simply that Father Humfried died in his sleep. Should they ask where the body was taken, the PCs will be told that the Verenan priest was taken to Manfeld’s Funeral Parlour.

If the PCs request to inspect Father Humfried’s body, they are directed to Josef Manfeld by his assistants. The Dwarf is unsure of the request given its unusual nature and asks for proof that the PCs have been given authorisation to view the body by either the cult of Mórr or Verena. Should the PCs forget their warrant from the cult of Verena, they will need to make a **Fel** test (+10 for *Charm*, +10 for *Etiquette*, +10 if a Dwarf, +20 if a member of the Mourners’ Guild, -20 if an Elf) to convince Josef to allow them their request.

There are no outward marks on Father Humfried’s body to indicate his violent death. Should the PCs inspect the inside of his closed mouth, they find small pieces of feathers from the feather pillow used to suffocate him. Should the PCs also check the fingernails of the deceased priest, they find bits of skin beneath the jagged edges of his fingernails. The scraped fingernails indicate that Father Humfried put up a vain struggle to fight off his murderer.

The PCs might present the (not quite conclusive) evidence of foul play to Josef. He states that he will escalate the matter to the Mourners’ Guild to initiate an inquiry. If asked, Josef will advise the PCs that such an inquiry could take some days to

pull together and would include representatives from all the main religions in the town (including the Church of Sigmar). The PCs are asked to provide the location of their lodgings as they would certainly be called upon to give testimony. Once the PCs raise the spectre of murder, they are required to remain in town.

Agents of Hess

Though agents of Hess Tower lost track of the PCs during the night of Aldebrand's murder, they have been busily looking since. Reorganised into two teams, Reinwald Durben and Baldur Sachs formed one team while Carl Schummer and Lucas Frossman formed the other.

The murder of Father Humfried was designed to further isolate the PCs by removing yet another contact and force them to expose themselves. The first team would linger about the Temple of Verena to pick up the PCs' trail should they appear while the second positioned themselves near Manfred's Funeral Parlour. Their objective is simply to keep the PCs under surveillance as well as make them uneasy. The two teams are not subtle in their intent though they avoid confrontation.

At this stage, the PCs might decide that it would be safest to hunker down in their lodgings and wait for Johannes to come for them. In this case, the GM should skip down to the final confrontation described in the section **A Deadly Encounter** below.

Should the PCs decide to venture out, those with the *Sixth Sense* skill quickly realise they are being tailed. PCs without that skill have to pass an **Observe** test (+10 for *Excellent Vision*) to notice one of the teams. The PCs can try to lose their trackers, though it will be difficult to do for a long period of time given the experience of the trackers. The PC with the worst **I** score must succeed in three consecutive tests while the tracker with the highest **I** characteristic fails three consecutive tests in order to lose the trackers altogether. The PCs can get temporary reprieves

if they simply make one or two tests and the trackers fail.

The PCs may also attempt to turn the tables on the trackers and capture one for interrogation. The trackers have instructions to keep tabs on the PCs and not engage them in any confrontation. Should the PCs be less than subtle in their attempt (like quickly ducking down a narrow, dark alley), the trackers will not follow until they are certain no ambush is awaiting them. Being fanatics, the trackers do not intend to get captured, preferring to fight for their lives or scream that they are being assaulted to attract attention rather than be taken captive.

Despite all this, the PCs might still capture one and manage to drag off the captive for interrogation. Unless there is one with the *Torture* skill among the PCs, the fanatical captive has a +30 modifier to his **WP** attribute to resist revealing anything, even if that means his death. If the PCs search the body of any one of the trackers, they will find a tattoo on the upper right shoulder (normally covered by a shirt or tunic) with a design of a hammer superimposed on a twin-tail comet ascending (the opposite of its normal descending orientation).

During the interrogation, the captive looks for any opportunity to escape, even unto death. For example, if the PCs take the captive to a room several stories high, the captive will attempt to crash through a window in order to fall to his death rather than betray the sacred trust placed upon him.

Should the PCs succeed in their interrogation attempt (**Torture** test is successful – or half **Ld** if PC does not have *Torture* skill – and captive fails **WP** test), the captive yields nothing more than he has been blessed by Sigmar in the task he undertook and he welcomes his death even if heretics such as they still live. There are others who will replace him and the PCs' days are numbered.

In the event the captive fails his WP test by 30 or more, the man from Hess Tower is broken and will reveal Erich Honecker's identity, describes him and discloses the location where they update him on their progress. The captive then weeps uncontrollably about failing Sigmar and begs the PCs to kill him for being weak in faith. Should the PCs free the captive instead of killing him, the man stumbles off and hangs himself in shame elsewhere.

The Mysterious Herr Honecker

The teams of trackers from Hess Tower report whatever information they gather to Erich Honecker. Should the PCs succeed in breaking one of the trackers in interrogation, they learn that the trackers meet Honecker at Stag's Leap. The PCs might also succeed in tracking one of the teams to the tavern without their knowledge. Shadowing the trackers, the PCs see their quarry sit in a booth with their backs turned toward the rear of Honecker. In low voices they quickly provide their report before departing, leaving Honecker to remain for a few more moments.

In the event the PCs are not noticed when the tracking team departs, they can either follow or confront Honecker. Should the PCs choose the first option, Erich Honecker knowingly leads them

straight to Herr Haider's townhouse in the Alderhorst district. Given his secretive nature, Erich becomes aware of the PCs early in the pursuit. He does not bother to evade them as he knows the PCs are at a distinct disadvantage if they try to accuse his Master of any crime. In fact, it's more than likely Herr Haider will arrange for them to have a rather lengthy stay at St. Quintus Prison [**Pfeildorf: Freistadt of Sudenland**, page 21] should they try to stir up trouble.

The PCs might try to confront or waylay Herr Haider's manservant along the way through the Alttorplatz and Schloss Strasse. Erich Honecker is quite capable of protecting himself long enough for the noise of melee (as well as his shouting) to reach the ears of a nearby Watch patrol (20% chance initially + 5% cumulative for each round after the first) or one of the tracking teams looking for the PCs (10%).

The PCs need to be careful of being arrested by the Watch. If the PCs are incarcerated, they quickly find themselves in a cell deep within the confines of St. Quintus Prison. There, the PCs are marked for torture and murder.

The PCs must either kill or capture Honecker quickly. Otherwise, they would be wise to swiftly abandon the attempt and flee for safety.

Erich Honecker, Spy, ex-Jailer, ex-Torturer

As described elsewhere, Honecker is a middle-aged bald man of medium height and thin build. He has a very serious demeanour, pale blue eyes and a small scar on the chin he received in a fight when he was younger. Honecker has a rather nasty sadistic streak and enjoyed his work as a torturer. In fact, his ill reputation was such that he came to the attention of Herr Haider about a decade ago: Herr Haider needed someone whose ruthlessness matched his own. Since his employment, Honecker has enjoyed undertaking tasks that bring about the downfall – the more pain-inflicting the better – of Herr Haider's enemies.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	50	5	6*	10	52	2	55	41	53	76	55	38

Skills: Act, Bribery, Concealment Urban, Cryptography, Disguise, Flee!, Heal Wounds, Immunity to Disease, Immunity to Poison (Manbane, Snake Venom, and Spider Venom), Linguistics, Palm Object, Pick Lock, Read/Write, Shadowing, Silent Move Urban, Sixth Sense, Specialist Weapon- Flail, Torture, Very Resilient*

Equipment: Sword, Mail Shirt (1AP body), Dark Clothing, and Purse (4 GCs, 24 shillings)

Should the PCs succeed in capturing Honecker, they learn he is a fanatic who would rather face being maimed or killed rather than betray Herr Haider. In fact, Honecker will goad the PCs into killing him so as not to betray his master.

A Deadly Encounter

While the PCs have been busy trying to make sense of the chaos in which they find themselves, Herr Haider has been busy engineering their downfall. He knows the time of the Eighth Theonist is approaching, but things can still go awry if the powers running the false Church of Sigmar learn of the event too soon. Once Herr Haider arranged for the murders of those with whom the PCs have interacted, he turns his resources towards the PCs.

Suspicious Letter

In the late afternoon on the day after the PCs learned of Father Humfried's death, a large man stops at the place of the PCs' lodgings and leaves a note for them. If the PCs are staying at an inn, then the sealed message [Handout #7] is left with the innkeeper to give to them. Should the PCs remain at Aldebrand's flat, the note is slipped under their door.

Handout #7

I have recently learned about the evil people who are behind the murder of Aldebrand as well as seek to do you harm. I fear that my own life is now at risk, so we can not meet openly.

Meet me at warehouse 7 by the Schwarzwache Gate at 10 PM tonight. Please make sure you are not followed.

Yours in Sigmar,

Father Feodor

There is no seal imprinted on the sealing wax. In the event the PCs spot the courier or ask the innkeeper about him, they learn that the man is just over six foot tall and has a large build. His demeanour was stern and his face scarred from apparently a number of fights. The man has short medium brown hairs and squinty brown eyes.

The PCs might try to follow the man – Rudolf Hundsdorfer – should they have the opportunity, but there is the problem with the same two teams keeping track of them. Rudolf heads over to the Blackhammer Tavern [Pfeildorf: Freistadt of Sudenland, page 23] on the edge of Eisenhändlerplatz in the Schwarzwache district where he spends the rest of the day lost in his thoughts and slowly downing a number of pints of lager. Just after sunset, Rudolf pays the innkeeper, Lukas Erhard, a number of shillings so he can leave through the back door just in case he was followed (old habit). In a rather roundabout route that takes him about an hour, Rudolf makes his way to Warehouse 7.

Walking into the Trap

If the PCs sense that the meeting at Warehouse 7 is a trap, they would be correct. Herr Haider does not want the PCs simply killed in the manner of the others, he wants them to know fear before death. At dusk, the teams keeping the PCs under surveillance depart to take up positions near Warehouse 7. Their instructions are to keep the PCs away from the area until about a half an hour before the appointed meeting. The four men position themselves on rooftops near the warehouse with bows, having been concealed in the area hours before.

At 8:00 PM, a wagon rolls up to Warehouse 7. Rudolf opens the double doors allowing the wagon to enter before shutting it closed. A bar is slid from the inside, effectively securing the doors closed. The wagon has arrived from the Hess Tower, driven by a priest – Father Bernd – from that location and his captive – Udo Wundt. Behind closed doors (all windows are likewise shuttered from inside), the two new arrivals begin their preparations.

Sidebar: New Spell

Bind Wizard

Spell Level: Third

Magic Points: 10

Range: Touch

Duration: Until sunrise of the next day

Ingredients: A vial of holy water, holy symbol of Sigmar (not consumed), and a small patch of skin from the wizard to be bound

This divine prayer came into widespread use by the Church of Sigmar during the Wizards' War of the late 20th century. It was outlawed by Emperor Magnus the Pious in 2304 I.C. in order to create a safe environment for lawful practice of Wizardry. Only the most dedicated of priests are taught this prayer.

This divine prayer enables the priest to bind the wizard to him as well as the Church of Sigmar. The bound wizard will do anything asked of her to the best of her abilities, including using magic to carry forth the priest's requests for the duration of the spell. The wizard is allowed a **Magic** test to resist the effects of this prayer with the following modifiers:

- -10 for each level difference between wizard and priest where priest is higher level; +10 when wizard higher (rounded down).
- -10 for each level for every 10% difference between wizard's and priest's **WP** characteristic where priest is higher level; +10 for every 10% difference when wizard higher (rounded down).
- -10 if wizard is a demonologist or necromancer

This divine prayer has no effect on Chaos Sorcerers or Runesmiths. Moreover, invoking the prayer gains the priest 1D2 **Insanity Points**.

A lone figure in the garb of a Sigmarite priest enters through the back door after signalling his presence with a coded knock (2 raps... pause... 1 rap... pause... 3 raps) about 45 minutes later.

Father Feodor has arrived to play his part, though it is not quite what he expected. Rudolf locks the door behind him.

Around 9:45 PM, Rudolf unlocks the back door and retreats to his hiding place. Depending when the PCs decide to stake out the location, they may see all or some of the above activity or nothing at all. Should they enter after the back door was unlocked, they see the center of the 20 foot wide, 40 foot long warehouse cleared of crates and boxes. These containers have been stacked along the walls. Chalk markings can be seen on the floor, though much of it has been swept away. There is a single lamp in the centre of the clearing near the robed corpse. PCs with *Sixth Sense* know the group is being watched.

If the PCs have met Father Feodor, they recognise the corpse as being his after a moment of study. Those who examined the somewhat shrivelled remains with empty eye sockets must immediately take a **CI** test. Failure of the test results in that individual suffering a -10 penalty to their respective **CI** and **WP** characteristics for the next D2 hours. A failure of 30 or more means that the PC also picked up 1 **Insanity Point**.

All this happens mere moments before a creature looking like a heavily scaled combination of wolf and gorilla bursts from its hiding place. The lesser demon is controlled by the bound Demonologist, Udo, after having feasted on Father Feodor's soul. The hellspawn's goal is to slaughter the PCs and will not be foolish enough to allow the PCs to surround it.

The demonologist, priest, and Rudolf will only enter the melee if the PCs seem to be gaining the upper hand. Should this come to pass, Udo will use his Battle spells in order to kill the PCs and Rudolf will close with the nearest PC. Father Bernd hold back from attacking until he sees how the fight is shaping up. Should the PCs struggle, Father Bernd wades in, swinging his warhammer and using the *Hammer of Sigmar* skill (one **S10** attack for each level) in his first two attacks.

Just before they fall and unconsciousness closes on them, the PCs should get enough of a glimpse of Father Bernd's face to be able to later recognise him.

In the event that things are going awry (the PCs have dispatched the demon or are in control of the fight after 5 minutes), Father Bernd casts Mystic Mist spell on the PCs before he slays the demonologist. With Rudolf for protection (if he still lives), Father Bernd departs from the warehouse calling for the Watch with shouts of "Assassins! Murderers! Heretics!" In the ensuing chaos, the PCs should flee if they are able. Failure to do so results in their capture by agitated residents and a sound beating before the watch can intervene and drag them off to St. Quintus Prison.

Father Bernd makes his way to the sanctuary of the Grand Church of Sigmar. The PCs might try to pursue him here, but the risk to them is great. They really have no way to prove the Priest was in league with a demonologist. It will be his word against theirs, and Father Bernd is a high ranking priest in the Church. In fact, Father Bernd could easily make the case that the PCs were in league with the deceased demonologist and deeply involved in the unspeakable murder of Father Feodor.

The Demon Hunts

Should the PCs decide not to blithely walk into the trap, the demon comes after them. Using the letter the PCs delivered to the late Father Edmund in Geschburg, the demon is able to find the PCs by scent. The demonologist and his escort accompany the foul demon to the site where the PCs are hiding or lodging. So long as the demonologist lives and controls the demon, the hellspawn is not subject to *Instability*. That all changes should the PCs manage to kill the demonologist before the demon.

If the demon tracks the PCs to their lodgings, the creature climbs the side of the building to their room. PCs on Watch will easily see the hulking creature ascend, but can only awaken his comrades if he passes a **Fear** test.

Once the demon enters the room, the PCs are at a grave disadvantage. The small space works to the demon's benefit as its attack modes are claws and teeth. Using swords is difficult and any miss requires a re-roll to see if the weapon-wielding PC hits his comrades. Moreover, the tight space forces the PCs to fight with a -10 modifier to their **WS**. Only fist weapons or unarmed combat does not suffer this penalty. The noise of the fighting will raise alarms after 10 rounds, at which time the trio outside will depart (soon after Udo will be dispatched), leaving the demon to do its work while risking *Instability*.

G'lantake'ium (as known as "Manhunter"), Lesser Demon

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	5*	5*	5	60	3*	89	89	89	89	89	14

Physique: G'lantake'ium has the body, arms, and legs of a gorilla (S+1*), the head of a wolf (*bite* attack, A+1*), and thick scales like a crocodile (T+2*). The lesser demon stands 6 feet in height and has a very good sense of smell and hearing, which combine to give it an ability equivalent to the *Sixth Sense* skill. The demonic creature also has the *Scale Sheer Surface* skill.

Psychological Traits: Lesser demons cause *Fear* in living creatures under 10 feet tall. They are immune to psychological effects except those caused by Greater Demons and gods. Lesser demons cannot be forced from combat.

Special Rules: Lesser demons are affected by normal weapons. Their own attacks are also normal, non-magical. Lesser demons are subject to *Instability*.

Udo Wundt, Bound 2nd level Demonologist (ex-Wizard's Apprentice, ex-Wizard)

Driven by power and a thirst for forbidden knowledge, Udo Wundt abandoned the constraints of the Light College many years ago to search for a true master of the black arts. He finally took up with the demonologist Adelbert Bothe in the Sudenland wilderness. The Master of Hess Tower eventually learned of the two and sent a detachment of the Order of the Sacred Hammer to capture one of the demonologists and slay the other. Udo was then taken to Hess Tower where his spirit was broken after weeks of depravity and constant harassment from Father Bernd. Udo has become a willing, and expendable, tool.

Udo is slender, around 5 foot 8 inches in height with a very pale complexion. He stinks of rotten eggs (sulphur).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	40	4	5	9	54	1	43	42	58	44	42	24

Skills: Arcane Language-Demonology, Arcane Language-Magick, Cast Spells- Petty, Cast Spells-Battle 1, Cast Spells- Demonic 1, Cast Spells- Demonic 2, Demon Lore, Identify Plants, Identify Undead, Magical Sense, Meditate, Read/Write (Reikspiel), Rune Lore, Scroll Lore, Secret Language-Classical

Magic Points: 20 (normally 25)

Spells: Petty: Blot, Gift of Tongues, Glowing Light, Magic Flame, Open
1st: [Battle] Aura of Resistance, Fire Ball, Slippery Ground, Steal Mind, Wilt Weapon;
 [Demonic] Summon Guardian, Summon Steed
2nd: [Demonic] Stop Demonic Instability, Summon Lesser Demons

Equipment: Sword, Dagger (I+10, S-2, Parry-20)

Insanities: Nocturnal Lifestyle (Stage 2), Unpleasant Odour (Stage 1)

Rudolf Hundsdorfer, Footpad, ex-Pit Fighter, ex-Protagonist

Rudolf Hundsdorfer has been in Herr Haider's service since being freed from a life of a pit fighter. The 6 foot 2 inch Rudolf is well-built, prone to violence, and has enough of a conscience to feel pangs of guilt after a fierce outburst. The contradictions of his personality will one day kill the blue-eyed, blond hair Rudolf, whether it be from a fight or alcohol.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	40	4	5	8	43	1	42	32	34	45	36	30

Skills: Consume Alcohol, Disarm, Dodge Blow, Ride-Horse, Silent Move Rural, Silent Move Urban, Specialist Weapon- Fist, Specialist Weapon- Flail, Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Mail Shirt (1AP body), Dark Clothing, and Purse (4 GCs, 24 shillings)

Father Bernd Schubert, 3rd level Priest (ex-Initiate)

Father Bernd is the Order of the Sacred Hammer's expert in the 'cultivation' of wizards to the secret cult's goals. The six foot tall, medium built priest is the protégé of and heir apparent to the Master of Hess Tower. As evident by the death of Father Feodor, Father Bernd is not above sacrificing the weaker members of Sigmar's priesthood – as well as any who stand in the way – for the greater good.

Father Bernd is well-groomed in appearance and very self-assured. His demeanour is always stern. Father Bernd also has a tattoo on his upper right shoulder of a hammer superimposed on a twin-tail comet ascending (the opposite of its normal descending orientation).

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	40	5	5	10	56	1	53	54	54	58	66	48

Skills: Arcane Language-Magick, Astronomy, Cast Spells- Clerical 1, Cast Spells- Clerical 2, Demon Lore, History, Identify Undead, Magical Awareness, Magical Sense, Manufacture Scrolls, Meditate, Read/Write (Reikspiel), Public Speaking, Rune Lore, Scroll Lore, Secret Language-Classical, Theology

Magic Points: 17 (normally 27)

Spells: 1st: Aura of Resistance, Cure Light Injury, Detect Magic, Hammerhand, Steal Mind, Wilt Weapon
2nd: Aura of Protection, Break Weapon, Lightning Bolt, Mystic Mist, Smash, Zone of Sanctuary
3rd: Bind Wizard (see above)

Equipment: Warhammer (may use *Hammer of Sigmar* special ability thrice per day), Dagger (I+10, S-2, Parry-20), Hammer shaped silver medallion, Satchel of magic ingredients, and Purse (16 GCs, 8 shillings, 12 pennies)

Epilogue

No matter what situation the PCs find themselves, there are two basic outcomes to the end of this scenario: either the PCs have fallen in battle or they survived the fight.

In the first situation, the unconscious PCs awaken within a large travelling wagon. Johannes Krönert greets them as they awaken, pleased that they have recovered and their injuries are not as severe as feared (assuming the PCs had Fate Points to survive the battle). He apologises that he arrived too late to help them, but it took him some time to find where they had gone.

The PCs find themselves in gypsy dress with their wounds bandaged.

Should the PCs ask what happened, Johannes relates that he and a few associates apparently arrived after the PCs fell. He tells the PCs that they were able to see off their assailants, whom the PCs were able to weaken in the struggle. Johannes also informs them that they are now heading away from Pfeildorf, along the Upper Reik with a band of gypsies. He assures the PCs that whoever their enemies are, they would likely search for them travelling alone on the road back to Eppiswald or down the Reik towards Nuln and Übersreik.

If the PCs get lucky and kill their assailants or see them off, they will find themselves quickly hunted down by the authorities. Herr Haider has been preparing (creating) evidence against the PCs that will bring the power of the Church of Sigmar against them. Should they be caught, the PCs are dragged off to St Quintus Prison on the pretext of being tried for murder and mayhem. In actuality, they are to be assassinated while incarcerated.

As they flee on the streets, the PCs hear the sound of hooves and a wagon coming towards them. Before they flee, the PCs hear Herr Krönert's voice calling to them, though not loud enough to help the pursuit find them. When they approach, the PCs see Johannes in a wagon with two other men in brightly-coloured gypsy clothing. The scholar tells the PCs to jump into the back where one of the men is sitting and to pull the tarp over themselves.

While the PCs are in the back of the wagon, they can feel the wagon start and stop a number of times for a distance. They can hear Johannes mutter some words after the stops and then hear footsteps running by. The scholar casts Mystic Mist around the wagon when he hears Watch patrols approaching. Eventually, the PCs hear a gate (Schwarzwache) open, allowing the wagon to pass through. Outside the village of Schaffenhof, the PCs are moved to the inside of a large gypsy wagon, one of many in a caravan departing the area.

Should the PCs be captured by the Watch, they are stripped of their gear, robbed of their money, and tossed into a holding cell until the turnkey on duty can determine in which cells to place them. Johannes arrives soon after the PCs have been processed with a sizable bribe to pay the night warden to release his hirelings, who were mistakenly picked up by the Watch. Once free (without their weapons and any armour since Johannes did not want to risk the effort to regain these), the PCs are taken to a wagon by Johannes and two gypsies and told to hide under the tarp.

The PCs are then taken out of Pfeildorf as described above.

The campaign continues in part 3 of the **Gathering Darkness** campaign: **Grim Pursuits**.

Experience Points

The experience points provided here are nothing more than a suggestion for the GM to use to award the Players. These are fairly modest in order to make advancement something that requires some time and effort.

10-30 Roleplay (per session)

A Night at the Abbey

- 5 The PCs keep any information of their journey in the Old Forest to a minimum when encountering villagers or townsfolk
- 10 The PCs avoid the villages and Eppiswald on their way to the Abbey
- 5 PCs graciously accept the Abbot's offer of hospitality
- 5 PCs do not give Brother Eberhardt any difficulty
- 5 PCs fully cooperate with Brother Emile by relating their tale without resorting to outright falsehoods
- 10 PCs take the opportunity to gather information from Brother Emile
- 15 PCs initiate the meeting with the blind Brother Gustavus
- 5 PCs visit Brother Gustavus in response to his invitation
- 5 PCs truthfully relate their story to Brother Gustavus
- 10 PCs ask Brother Gustavus about the Eighth Theogonist
- 15 PCs willingly take the signet ring Brother Gustavus offers
- 5 Any PC that finds employment after leaving the Abbey
- 5 PCs eavesdropping on conversation between Witch-hunter and Abbot
- 10 PCs defend Agnetha Cranach before the Witch-hunter
- 10 PCs withhold information about Ordo Scriptoris ring from Witch-hunter when relating story

Strangers in the Night

- 5 PCs agree to deliver correspondence from Abbey
- 5 PCs find a way to open letters without breaking seal
- 10 PCs conclude that one-word letter to Brother Edmund referred to them
- 10 Any PC who decides to lend a hand on the *Cold Water*
- 10 PCs are able to beat off the robbery attempt by Dönitz and his gang
- 5 PCs help the wounded Wolmar Fried to safety
- 5 PCs avoid trouble by co-operating with the bounty hunters from Meissen
- 5 PCs personally deliver missive from Abbey to Father Edmund
- 10 PCs do not reveal what they know of the Eighth Theogonist to Father Edmund
- 5 PCs become suspicious of Wild Willi and his gang on the way to Auggen
- 15 PCs lay an ambush for Willi along the River Söll or in Auggen
- 5 PCs spot Willi's gang approaching the *Cold Water*
- 5 PCs beat off Willi and his gang's attack
- 10 PCs capture Willi
- 10 PCs get Willi to identify Father Edmund as contact in the Church
- 5 PCs question Karelia to learn more about her connection to Aldebrand
- 5 PCs discuss their findings on the Eighth Theogonist with Karelia
- 10 PCs to not divulge any information to Karelia about their Eppiswald expedition
- 5 PCs uncover the spy in or near Wurmgrube
- 5 PCs attempt to follow spy when the stranger departs

Murder in Pfeildorf

- 10 PCs stake out Stag's Leap before the appointment with Aldebrand
- 5 PCs follow and catch Hugo Babel
- 10 PCs allow Hugo Babel to come and go without inference
- 5 PCs watch the three men dump Aldebrand's corpse
- 10 PCs confront Aldebrand's killers
- 10 PCs follow Aldebrand's killers to the Rooster's Henhouse
- 10 PCs capture one of the killers for interrogation
- 5 PCs learn the manner in which Aldebrand was interrogated
- 10 PCs obtain the name and description of Herr Braun
- 5 PCs take Aldebrand's body to the Funeral Parlour
- 5 PCs realize they are being followed
- 10 PCs close on those shadowing them and drive them off
- 10 PCs immediately follow Karelia as she tries to lead them away from the stalkers
- 15 PCs find Aldebrand's hidden letter
- 5 PCs notify Manfeld's Funeral Parlour of Aldebrand's connection to cult of Verena
- 5 PCs refrain from divulging information they found on Eighth Theogonist or Order of Sacred Hammer to Father Feodor
- 5 PCs do not tell Father Feodor of Ordo Scriptoris
- 10 PCs inform Father Hunfried of Aldebrand's death
- 10 PCs tell Father Hunfried about the Eighth Theogonist or Order of Sacred Hammer
- 5 PCs mention Ordo Scriptoris to Father Humfried
- 10 PC hand Aldebrand letter to Father Humfried
- 5 PCs mention Karelia Meitner to Father Humfried
- 5 PCs ask Father Hunfried about Herr Krönert
- 5 PCs follow courier from Temple of Sigmar to Herr Haider's townhouse
- 10 PCs manage to get Father Feodor letter from Brother Aldhelm
- 10 PCs admit Johannes Krönert into their lodging
- 10 PCs question Johannes' motives for helping them leave Pfeildorf
- 15 PCs pass along information on the Eighth Theogonist or Sacred Hammer not passed to Father Humfried
- 5 PCs show warrant to Josef Manfeld so they can inspect Father Humfried's corpse
- 10 PCs find clue that Father Humfried was murdered
- 5 PCs realise they are being trailed following Father Humfried's death
- 10 PCs able to capture one of the trackers from Hess Tower
- 5 PCs find tattoo on captured tracker
- 10 PCs get captive to talk.
- 10 PCs follow one of tracking teams to Erich Honecker
- 5 PCs follow Erich Honecker to Herr Haider's townhouse
- 10 PCs capture or kill Erich Honecker
- 10 PCs take the bait to meet with Father Feodor at the warehouse
- 5 PCs stake out warehouse early enough to see arrival of their foes
- 5 PCs stay in their lodgings instead of going to warehouse.
- 15 PCs slay the Lesser Demon
- 15 PCs slay Udo Wundt, demonologist
- 20 PCs slay Father Bernd

+ 1 Fate Point if all three major assailants are killed in warehouse fight.

Appendix One - Monastic Life

The Abbey of Saint Ewald in the Lectorial Enclave of Eppiswald is typical of the smaller Sigmarite monasteries throughout the Empire. It is a community of about 25-40 monks. When not in prayer or performing devotions, some of the monks work in the Abbey's vineyards and wine production while others are focussed on copying and illuminating manuscripts.

Brief History

The monastic movement began in Tilea by the cult of Verena sometime in the middle of what is termed the Southern Dark Ages (474 – 1000 I.C.). The Monastery of Our Lady of Knowledge is located south of Remas on the coast near Rifraffa and is reputed to be the oldest community of monks still active.

Monasteries reached the Empire during the reign of Emperor Ludwig the Fat, as a reaction – in part – to the corruption within the established cults, especially the Church of Sigmar. The Sigmarite Order of the Anvil embraced the concept and many monasteries were established during this time by the Church of Sigmar as well as other religions.

Imperial monasteries came under great pressure during the years of the Black Death and Age of Wars. Those that survived were able to keep their archives safe so that modern historians may have a glimpse of the achievements of the first millennium Empire.

The Monastic Life

Some of the information below is taken or adapted from the Server Goddess' "Monastic Orders in the Old World" for WFRP, which can be found at [\[stun.com/Downloads/Files/Monastic%20Orders.zip\]\(http://stun.com/Downloads/Files/Monastic%20Orders.zip\).](http://www.strike-to-</i></p></div><div data-bbox=)

Monasteries and convents are often self-contained communities, which supply all or most of their own needs. Generally, Monastic Orders dedicate themselves to a specific purpose like collecting knowledge and forgotten lore, helping and healing others or simply praying all the day long. In most cases, monastic communities are made up entirely of one gender. The difference between a monastery and a convent is that the members of the former are men and that of the latter women. Monasteries and convents are usually established when a powerful noble or rich merchant grants a piece of land or a certain amount of money to a religious order – often in return for special benefits like political support or simply offering prayers to the gods. In fact, many monasteries became very wealthy over the centuries from owning vast tracts of land. Often they extract a tithe from the local populace much like the taxes that are collected by local authorities.

Monasteries and convents are often well-connected politically and the head of such an institution frequently has the same social standing and political power as a minor noble. In the Church of Sigmar, many of its Lectors have spent time as Abbots at some point in their career. It is also common practice of many Old world noble families to leave their children in the experienced hands of a monastery or convent to receive a part of their education. In many cases, joining a monastic order is often the only choice for a young Noble who stands not to inherit anything other than the family's name should he/she decline to take on a military career.

Organisation

As a general rule, the more structured a church of a particular deity, the more likely its

monasteries or convents will be organised in a consistent manner. The Churches of Sigmar and Verena are generally the most structured while that of Taal and Rhya the least. The following are positions common to most monasteries or convents:

Abbot: The head of a monastery/convent is always called Abbot or Abbess. These clerical dignitaries are in command of all other members of a monastery/convent and responsible for the things that take place in their community. They are often the youngest descendants of minor (and sometimes even major) noble families, who did not inherit anything of their parents' wealth. It is common for Abbots or Abbesses to be involved in local politics, which can lead them to becoming very powerful members of their cult. When Abbots/Abbesses become so influential in politics, they may be granted the title of Prior by their respective Church's senior authorities.

Elder: Almost every monastery/convent has an Elder. This highly regarded member of the monastic community is often very influential as they are often a former high ranking member of the monastery/convent (e.g. librarian or physician) retired due to advanced age. His/her experience is well respected by all members of the community including the abbot/abbess, which leads the elder to be often consulted when great experience is needed.

Abbot's advisor: The Advisor's influence and power within the community of the order is second only to the Abbot/Abbess. Basically, the advisor is the abbot's/abbess' right hand. Without the support of the advisor, the Abbots/Abbesses work would be almost impossible. In a number of monasteries/convents, the Advisor takes on the role of the institution's Chief Librarian.

Chief Librarian: The greatest wealth of a monastery/convent is often the library. The Chief Librarian's main duty is to look after the books and scrolls stored in the library as well as direct the copyists and illuminators working in

the scriptorium. The Chief Librarian is sometimes given the title of Archivist.

Chief Scholar: The Chief Scholar is in charge of all the monks/nuns involved with the scholarly pursuits of the monastery/convent. He/she is the intellectual head of the monastery/convent and is responsible for every kind of research – scientific, historical, magical, etc, -- which the monastery/convent undertakes for the greater glory of the Order and the whole Church.

Medicus: In a community like a monastery/convent, the Medicus is responsible for the physical health and welfare of the members of the Order as well as any lay members performing critical tasks for the monastery/convent. The Medicus is responsible for the monastery's herbal garden and hospital.

Cellarer: The Cellarer is responsible for the supplies of the monastery. He/she takes care of the estates of the monastery/convent and is in charge of all the craftsmen and labourers who work for the monastery.

Master of Novices: This Master of Novices is responsible for the recruitment and education of the new members of the Order. His/her duties are very important for the vitality of the monastery/convent.

Master of Workshops, Master of Supply: In the few monasteries/convents with vast tracts of land, the Cellarer has two assistants. The Master of Workshops is responsible for the Crafts(wo)men who work in the monastery/convent, while the Master of Supply manages the farmers, hunters and other agricultural workers of the community.

Canonical Hours

Many monasteries/convents observe the seven canonical hours, each of which is associated with devotions or prayer services. These are:

Matins/Lauds- the first of the canonical hours;
early morning prayer, around 3 AM
Prime- first hour of the day – either 6 AM or the
hour of sunrise
Terce- 3rd hour of day, around 9 AM
Sext- 6th hour of the day, around 12 noon
None- 9th hour of the day after sunrise, around 3
PM
Vespers- late afternoon; a service of evening
worship, around 6 PM
Compline- night service, around 9 PM

Daily Life

The life in a monastery or convent is strictly ordered and every member of the community knows his/her role. There are rules and laws for almost any situation. The main body of these laws deals with the dress code of the order, the correct use of prayers and special vows which the monks/nuns impose upon themselves voluntarily. There is even an exact timetable for such mundane tasks such as eating, which the monks/nuns are expected to adhere. By following these restrictions and rules, the monks/nuns gain their faith, with which they serve their cult. Life within such a structure is not very easy, but the self-discipline a monk/nun learns generally results in their gaining the respect of others.

In a typical monastery/convent, the day begins before sunrise. The monks/nuns start with early morning prayer before retiring for additional sleep or meditation. They arise again at dawn for the morning prayer in the cloister. After breakfast in the Refectory, the monks/nuns begin their daily work in the Scriptorium, kitchen, hospital, fields or whatever their daily duty requires. At noon, they perform devotions, followed by lunch in the Refectory before returning to their work. In the late afternoon, the monks/nuns have their dinner after evening prayer. It is customary in many Orders to have dinner before sunset. The day ends with a long (about 1½ hours) night prayer, after which the monks/nuns retire to their cells for the night.

Vows

Monks and nuns often impose some restrictions upon themselves – called vows – for the glory of their faith. A vow is defined as a promise made to the monk's or nun's deity. The promise is binding, and so differs from a simple resolution common to the non-priestly faithful. In most cults imposing some sort of vow is required to join the Order. There are hundreds of different minor vows such as never eating fish on Königstag or to fast at Sigmarszeit.

The most common vows are charity (or benevolence), chastity, fasting, obedience, pacifism, poverty, self-flagellation, seriousness (no laughter or joy), silence.

On breaking a vow, the monk/nun must undertake punishment (atonement), which is mostly prescribed by a superior of the monastery/convent. The punishment has varying and progressive stages, depending mostly on the vow and the situation in which it was broken. Often, another vow is imposed upon the oath-breaker, such as fasting for two weeks or taking the vow of silence until the superiors allow the offender to speak again. Repeat offences could result in the excommunication of the oath-breaker from the Order.



Appendix Two- The Lower River Söll

Eppiswald is approximately 200 miles upriver from Pfeildorf. There are a number of places between the two where boatmen and traders on the river stop to rest or move merchandise. This section should help the GM expand the opportunities for their players to roleplay.

Trulben

The County of Trulben is under the rule of Countess Bergida von Äms, a cousin of Grand Baroness and Sudenland Elector Etelka Toppenheim. The largest village – Trulben with a population of 89– is about 180 miles from Pfeildorf. Its source of income comes from agricultural products as well as metalworking, chiefly implements used in farming.

Trulben Keep sits on a hilltop overlooking the village. The Countess spends little time in Trulben as she has other lands and, quite frankly, finds many of these places dull. Preferring the social life in Nuln and Wissenburg, Countess von Äms has turned over the administration of this county to Freiherr Eduard Rathenau, who is generally regarded as a pompous oaf.

The *Inn of the Weary Boatman* is a stopping point for many who travel the length of the Söll as well as the Roadwardens who patrol the western road to Salmfähre and Nehren (the road ultimately goes to the Dwarfhold of Karak Ziflin in the Grey Mountains). Felix and Anna Heine are the proprietors of this family-run establishment. They are helped by their grown children and spouses: Franz and Gilda Heine as well as Moritz and Ilse Bloch. The food served at the Weary Boatman is considered good and the standard ale passable. The Heines brew one quality ale, which they call Trulben Pale (1/4 for a pint).

Rohrhof

The Barony of Rohrhof is another of Countess Bergida von Äms' lands, enabling her to collect tolls from travellers on the River Söll. The Countess' ancestor – Count Ludwig von Krupp – built a small tower on a small rock island in the middle of river. A length of chain connected the river tower to companion towers on either side of the river forming a barrier to river traffic. Collectively, the towers have come to be known as Count Ludwig's Three Sons (*Drei Sohnen*). Boats travelling on the river must stop at the Middle Son (*Mittel Sohn*) to pay a toll of 1 shilling per foot of the boat's length (a 40 foot long boat would pay 40 shillings or 2 GCs). Once paid, the chain on the appropriate side of the river is lengthened by a winch on the near bank so as to drop the chain below the water line allowing the boat to pass. Rolf Wenté in the current holder of the charter granting the Wenté family the privilege of collecting the toll on behalf of the Countess.

The eastern tower or Old Son (*Alt Sohn*) is near the village of Rohrhof with a population of 98. The village is about 172 miles up river from Pfeildorf. Freiherr Robert Bergius rules the Barony in Countess von Äms' name and is known for his ambition. He is clearly a favourite of the Countess and bitter rival of Freiherr Eduard Rathenau. Freiherr Bergius' residence is the ancient Rohr Keep located on a rise on the north side of the village. He stays in the Young Son (*Jung Sohn*) whenever Countess Äms is in residence (usually during the wine crush in Nachgeheim).

Rohrhof trades in wine and wool. A number of sheep are raised on the hilly pastures that have not been marked out for the various wineries in the area. The largest vintner near Rohrhof is owed by the Wenté family and renowned for their Rieslings.

The *Inn of the Three Towers* serves both riverman plying the Söll as well as travellers on the road leading to the settlements of Söchtenau and Pähl in Sudenland's interior all the way to Erbshausen on the River Oggel. Roadwardens patrolling the nearby stretch of road frequent the establishment. Here, the men relax for a time while sizing up outsiders (visitors) as they seek out potential trouble. Pedlars also frequently stop at the inn for a day or two and exchange the goods they obtained from the interior with the river traders for other goods to sell the folk in the landlocked settlements.

Jacob Wente is the owner of the *Inn of the Three Towers* and runs the establishment with his extended family. The fare is above average and the rates reasonable. Private rooms are something of a premium and costs about 1 GC and 4 pence a night.

Inn of the Twisted Eel

This riverside inn is under new ownership, having been bought in the past year by one Gerhardt Schmidt. No one is quite sure how he came to buy out the previous owner – Herbert Nernst, much less why the man suddenly disappeared. Rumour has it that Herbert lost the inn in a card game and quickly left in shame, leaving behind his simple wife, Ulla, and his three young daughters. A few of the local farmers suspect foul play but have no means to prove it. In the meantime, Gerhardt has allowed the remaining Nernst family to continue to work at the inn.

The *Inn of the Twisted Eel* is located 155 miles upriver from Pfeildorf on the Sudenland side of the Söll. At this point, the Wissenland side has become more forested and hilly than the gentler and rolling Sudenland countryside. The fare and ale here is passable. The last of Nernst's higher quality ale ran out some time ago, so only weak ale is available.

Geschburg

Located in the heart of the Barony of Metternich, the town of Geschburg is 142 miles upriver from Pfeildorf. The Söllweg is the main road connecting the two Sudenland towns. It starts from the Volksplatz in the centre of town and heads northward. The White Hart Coaches runs from Pfeildorf to Geschburg and provides an alternative – albeit more dangerous as well as expensive – to river travel. Two tracks connect Geschburg to the nearby villages of Althausen and Fluom as well as small settlements.

Geschburg has a population of 600 and the third largest temple of Sigmar along the River Söll; the temples in Meissen and Pfeildorf are larger. Its architecture is the typical octagonal shape with its dome and doors painted royal blue giving it its name of the Blue Temple (*Blautempel*). The Temple is located between the Volksplatz and Castle Metternich.

Castle Metternich is Grand Baroness Toppenheimer's residence when she visits, which is rare. Her seneschal, Ehrmann Metternich is all that remains of that dispossessed noble family. Legend has it that his ancestor, Baron Konrad von Metternich, survived the Battle of Staig in the 18th century by running away. He was stripped of his lands and title by the Emperor, which was then granted to Baron Reiner von Mecklenburg, hero of the Battle of Pfeildorf. The land came into the Grand Baroness' possession before her cousin Baron Johann von Mecklenburg abdicated his position to her. Ehrmann Metternich is in his late 30s, but still harbours an ambition to restore his family's name and fortune.

Geschburg is the hub of trade for the Barony with its economy based on agriculture, livestock, wool, and wine from the surrounding area. A number of traders – some local and others from elsewhere – ply their craft in this town. There are several inns and taverns along the river as well as near the Volksplatz catering to the number of visitors to Geschburg.

The *Inn of Fox in the Hen House* is located across the Volksplatz from the Geschburg Guildhouse. Many merchants and tradesmen conduct their business and other transactions in the private booths next to the common room. Günter and Rosa Becker run a quality establishment and will not tolerate anything that might sully their reputation. At least, that's what they want people to believe. Using her family as knowing accomplices, Rosa Becker is the head of a smuggling ring working closely with Reinhold Hauptmann, the local crime lord. The food here is quite good and the Beckers sell a number of locally produced wines including Althausen Reisling (22 shillings for a bottle).

The *Scullery Maid* is a tavern located between the Volksplatz and the wharf area of Geschburg. Alessandro and Patrizia Gatti have been the proprietors of the tavern for the past five years. Both are originally from Remas. The couple have also brought a little bit of Tilea to the *Scullery Maid*: pasta and their hatred of people from Miragliano. The food is always prepared with care, using flavouring from spices grown in Tilea. In addition to weak beer and house (standard) red wine, the Gattis sell a local ale they brew called Tilean Dark (1/3 for a pint) as well as bottles of their own home-grown red wine, Remean Red (28 shillings a bottle). The supply of their wine is quite limited given their vineyard grows in their yard behind the tavern. The Gattis hire local people to serve as barmaids and barkeep.

The *Inn of the Otter and Stork* is located near Geschburg's quays and is run by Johann and Leni Halder. The Halders are a large family (8 children, two of whom are married) and everyone works at the inn in some capacity. The food here is average and trout is a house specialty (10/- to add to a dinner). The Otter and Stork also serves up two local brews from the Metternich Ale Company: Geschburg Pilsner (1/4 for a pint) and Metternich Lager (1/7).

The *White Hart Coaching Inn* is located just outside the town walls on the Söllweg and is the

southern terminus of the White Hart Coaching line. Kaspar Stein is the manager of the establishment is run and an agent for the White Hart Coaching Lines. He is helped by barkeep Britt Engels, a no-nonsense woman (and widow), and her two young sons (not quite teenagers). Her husband died a few years back from consumption. The food at the coaching inn is barely passable since Kaspar is too cheap to hire a good cook. He does sell Geschburg Pilsner and Metternich Lager for the same price as the Otter and Stork, along with weak beer.

Hultz Loeb runs a ferry service across the River Söll, though it is not often that people want to cross from the relative safety of the walled town into the goblin-infested and craggy Salmhügel on Wissenland side of the river. Some say there are ancient holy and haunted sites in the hills, mostly long or round barrows.

Inn of the Watery Rest

The *Inn of the Watery Rest* is located about 136 miles upriver from Pfeildorf on the Sudenland side of the River Söll. It also sits next to the Söllweg, though it is not a normal stopping place for the White Hart Coaches given its proximity to Geschburg.

A number of boats make brief stops as the food served by Sigmund and Thylda Reuchlin is very good. They also brew and sell a very good dark ale called Oermath's Bitter (1/6 for a pint), named after the old Sun God who is still worshipped in parts of the Sudenland, including Pfeildorf. The inn also serves ale obtained from the Metternich Brewery of Geschburg: Geschburg Pilsner and Metternich Lager.

Auggen

Auggen is situated on the Wissenland side of the River Söll, north of where the waters of the River Salm mingle with the larger river. The village has a population of 65 and is 128 miles upriver from Pfeildorf, and marks the beginning of the Barony of Rundstedt, one of the Grand

Countess Emmanuelle von Liebewitz' lands.
The village is poor and boats only stop for a rest.

Lacothea's Rest is a riverside inn named after the local goddess of the River Söll. It is run by the widow Sophia Planck and her brood of seven children. The food is average and the inn only serves weak beer.

Across the River Söll is the coaching inn of *Two Rivers* run by a Bretonnian couple, Pierre and Jeanne Fontain, and their servant, Marie Valois. The Bretonnians became owners of the coaching inn when the previous owner, Rudolf Kalb, sold his property two years ago to journey to Sigmarite Ostland to fight against the Ulrican Talabeclanders. The Fontains serve fare known for its thick sauces; not necessarily to the taste to those working on the river. Drinks are normally weak beer, though the *Two Rivers* sometimes receive shipments of beer from the Metternich Brewery of Geschburg.

Wittenhausen

The Sudenland village of Wittenhausen – with a population of 98 – is the main settlement in the Barony of Witten, another of Countess von Äms' lands. It is located 105 miles upriver from Pfeildorf and trades in agricultural goods and wine, the latter including Wittenhausen Zweigelt (25 shillings for a bottle). The area is ruled in the Countess' name by another of her favourites, Freiherr Pieter Köhler. The pompous man resides in Witten Keep, which overlooks the walled village from a small mound to the east.

The Inn of the Nymph and the Fisherman doubles as a riverside and coaching inn. Erich and Isolde Spemann run the inn with the assistance of their children and spouses. The fare is of good quality. The couple brew and sell their own quality ale, Spemann's Lager, for 1/4 for a pint. The inn is also popular with Roadwardens who patrol the nearby stretches of the Söllweg as well as the road that leads to the settlements of Pfrozan and Staig.

Meissen

With a population of 700, Meissen is the biggest port on the middle Söll and the terminus of the trade road from Karak Norn. It is a bustling, prosperous town famed for its works in silver. Highly prized for its intricate craftsmanship and design, Meissen goblets, tableware, and jewellery are in high demand over much of the Old World. Meissen also serves as a centre of trade for a number of settlements within the Barony of Rundstedt, even though it is a chartered Free Town (*Freistadt*).

Given its importance in the trade of silver, the Meissen Silversmiths' Guild is very powerful and influential. They are chartered to operate a fortified smelting house and treasury in the Silberkelch district where silver ore is smelted into ingots and stored for later use. The building is a heavily fortified and guarded Dwarf construct. In accordance with the Guild's Law, the Silversmiths' Guild has two Masters: one human and the other Dwarf. Moreover, both Guildmasters serve on the governing Town Council.

The Barony is under the direct rule of Grand Countess Emmanuelle von Liebewitz of Nuln. 85 miles upriver from Pfeildorf, Meissen is the only town in Wissenland the Grand Countess regularly visits, even more than she does the official capital of Wissenburg. The Elector of Nuln comes to personally survey the works of the town's master craftsmen and crafts-dwarfs, often buying the best pieces for herself. When not in residence at the Castle Rundstedt (on a hilltop roughly one mile from and overlooking the town), the Grand Countess counts on her relative and seneschal, Baron Konrad von Rundstedt, to ensure that her taxes are collected.

The Heisenberg Road leads from the West Gate towards the Grey Mountains where it leads to the Granite Pass and the Dwarfhold of Karak Norn. This road is the main trading route between that Dwarf kingdom and the rest of the Empire. It is patrolled by companies of road wardens, each roughly ten strong.

The Temple of Sigmar in Meissen is surprisingly of unremarkable architecture given the town's wealth. Inside, there is a magnificent marble statue of a brooding Emperor Sigmar seated on his throne wearing an ornate crown of silver and holding an equally artistic silver sceptre. It is rumoured that there is a secret compartment within the statue where the relics of St. Oswald are kept, thus giving the statue the power to heal the worthy. The position of the 15-foot statue is opposite the altar which is placed in the direction of Karaz-a-Karak as tradition dictates.

There are a number of establishments in Meissen where travellers can rest their weary feet and refresh themselves. The *Stoat and the Frog* is one of the riverside taverns patronised by the boatmen travelling on the Söll as well as the local stevedores. The food is passable, but the Silver Water Dark Bitter (1/6 for a pint) brewed and served by Hals Mendelssohn is the main attraction. Given the clientele, brawls are frequent in the *Stoat and Frog*.

For visitors with more lint in their pockets than coin, the *Sunken Mine Inn* might be the best of a bad lot. Located in the shabby Feuchtwasser district where the runoff from the smithies and leatherworks makes its way to the Söll, the *Sunken Mine* counts on the working poor for its customers. The atmosphere in the place is generally thick with smoke and dank with the quality of food and drink being fairly poor. Karl Engels is the proprietor of this dive. The only thing that keeps him in business is that the local thieves' guild – led by Friedrich "Big Hair" Marx – uses Karl's backrooms to conduct their business.

The establishments in the Silberkelch district are considered a bit too expensive for the average traveller (increase costs by up to 50%). One of these, the *Countess' Jewel*, is run by Erika Hindemith and her family of six children. The place is very clean and the food very good. There is also good wine and ale available for those who can afford such luxuries. Heisenberg Claret is a full-bodied wine that costs 32

shillings a bottle while the Döbreiner Valley Schilcher is priced at 27 shillings a bottle. Premium ale is also available for purchase: Rundstedt Amber Pilsner (1/6 for a pint) and Meissen Lager (2/1).

The *Silver Lode Inn* is located at the west gate and is one of the first establishments that a traveller from Karak Norn encounters. Many roadwardens and pedlars also stop by for a drink after spending time on the road. The proprietor of the *Silver Lode* is Thargrim Surehand, who also doubles as the Master Brewer for the Silver Lode brewery. The food is fairly good as Thargrim employs a Halfling cook, Maximillian Brandywine. Moreover, the weak beer is better than one can get at other drinking locations and costs 10d a pint. The treat of the Silver Lode, however, is the three excellent Silver Lode ales: Grey Mountains Stout (1/6), Firedrake Dark Bitter (2/2), and the Wayfarer's Lager (2/-).

Although there is no ferry service as such, small boats will take passengers for a fee across the River Söll to the coaching and riverside inn of the *Three Wolves*. This inn is owned by the White Hart Coaching line and managed by Franz and Hanna Schnabel. A number of other people work at the inn, notably a smith and carpenter to provide maintenance for the coaches that pass through. The food is passable and the only available drink other than weak beer is the mass produced Budeweisner Pilsner (1/4) by the Silver Lode Brewery.

Broken Rudder Inn

Located 73 miles upriver from Pfeildorf, the *Broken Rudder Inn* is another coaching inn located on the Sudenland side of the River Söll. It is still an independently owned establishment, though the White Hart Coaching line is currently revising yet another offer to buy out Stehmar and Alicia Herzberg. The couple are not interested in selling. Further, they know that the White Hart coaching line is not in the position to build a competing inn.

The food at the *Broken Rudder* is average. In addition to the standard ale, the Herzberg' also serve Budeweisner Pilsner (1/6), which they obtain from the Silver Lode Brewery of Meissen.

Diepolz

Diepolz is a small agricultural village of 33 about 70 miles upriver from Pfeildorf. The farmers here take their excess produce to Sexau, the seat of the Barony of Auersperg, for shipping to Pfeildorf and other settlements along the way. The village does not have an inn or tavern since most travellers stop at the *Broken Rudder* upriver or Sexau, which is the way the villagers prefer things. The headman of Diepolz is Johann Diepolz, a descendant of the founder of the village and patriarch of the family making up most of the inhabitants.

Sexau

With a population of 56, Sexau is the largest village in the Barony of Auersperg, which is another one of Grand Baroness Toppenheimer's lands. The village is 60 miles upriver from Pfeildorf and located on the Söllweg. Since becoming the Elector of Sudenland, the Grand Baroness has not set foot in the Barony, leaving its rule to an older and fairly un-ambitious cousin, Baron Paulus Toppenheimer. The Baron resides with his family in Auersperg Keep, just north of the village along the River Söll.

For its size, Sexau is fairly prosperous. It is an integral part of the regional wool and wine trade, sending most of its surplus to Pfeildorf in lieu of taxes. Even the Baron gets into the act, owning a large flock of sheep as well as a winery in the hills.

The *Inn of the Drunken Shepherd* is actually set up in the village hall and run by the headman and his wife, Baldur and Claudia Bierstadt. A stable and barn has been added nearby so that the village hall can also serve as a coaching inn. Accommodations are rather poor as there are no private rooms available. Any overnight guest

has the option of sleeping on a table in the hall or among the livestock in the barn or stable.

In contrast, the food served at the *Drunken Shepherd* is quite good and the inn sells a premium white wine, Auersperg Riesling, for 20 shillings a bottle. For more discriminating taste (and deeper pockets), the Bierstadts also sell Söll Gewürztraminer for 26 shillings.

Wurmgrube

The village of Wurmgrube is located where the waters of the River Harrach mingle with those of the larger Söll, about 42 miles upriver from Pfeildorf. The nearby Black Willow Marsh (*Schwarzweidesumpf*) is just across the smaller river from the Wissenland settlement. Local superstition believes that an ancient witch lives in the middle of the marshland with her demonic black hound, preying on unwary travellers.

With a population of 78, Wurmgrube is the largest village in the Barony of Lobkowitz: one of the lands ruled by Baroness Theresa von Mecklenburg. The village exports grains (particularly those used in brewing beer and ale) and fruits. The Baroness splits her time between her lands here and in the Barony of Stuppach near Nehren. In her absence, Freiherr Martin Haeckel is the man in charge with keeping the Baroness' peace. The Knight is a strong law and order man. Anyone caught breaking the law can expect to be punished quickly and harshly.

The Inn of the Marsh Lights is the only place in the village where a boat can tie up for a night's rest or day's trading. Knud and Gisela Lenard are the owners of the inn and run the operation with their five children. The fare is fairly good and the available drinks are the standard ones found in other establishments. The Lenards do brew a lager that they have not named for 1/3 a pint. There are only two private rooms in the inn, though the common room can accommodate visiting traders and pedlars.

The Inn of the Lonely Road is about a half a mile downstream from Wurmgrube on the Sudenland side of the River Söll. It is run by the matriarch of the Hering family, Wertha Hering. The old woman has been associated with this coaching inn on the Söllweg for nearly all of her 68 years. The fare is quite good – rabbit being a particular specialty. The family also brews a light amber pilsner (1/2 for a pint) and produces a limited amount of an alcoholic apple cider (20 shillings a bottle).

Hinkend

The village of Hinkend is located at the point where the River Kaltlauf enters the larger Söll, about 28 miles upriver from Pfeildorf. The farming village has a population of 72 and is surrounded by a palisade and ditch. The current Baron of Herbolz, Baron Immanuel Grillparzer, resides in Helbolz Keep, on a rise about half a mile downriver of the village. The Keep was built a century ago after the locally famous tragedy in Wispernhügel Tower.

The fifty foot Wispernhügel Tower sits on top of a hill just over one mile west of Hinkend on the River Kaltlauf and overlooks the village. Lady Süßwein, the daughter of the then Baron of Helbolz was murdered there by a jilted suitor who found her with her lover. Not even Lady Süßwein's loyal Dwarf bodyguard could protect the Lady or himself from the onslaught of the enraged suitor. Periodically (usually on the nights of the new moon), the villagers of Hinkend can hear the mourning and weeping of Lady Süßwein, grieving that her life was tragically cut short. It is said that the few brave souls who have entered the Haunted Tower ran in fear when they beheld the hacked and bloody "body" of the ghost.

The *Country Rest* is the only inn in Hinkend and is sometimes used as an assembly hall by the Hinkenders. The *Country Rest* doesn't have private rooms for guests. The lodging consists

of a table, bench, or space on the floor to sleep on in the hall. The owner of the inn, Hultz Zimmermann, also serves as the village's Headman. The Zimmermann's serve fairly good fare, especially smoke-flavour sausages (an additional charge of 2/- to the dinner fare). A dark-coloured lager is offered for sale (1/4 for a pint) to those who prefer something stronger than the standard ale.

The *Cock and Fox Inn* is a mile downstream on the other side of the River Söll near the village of Possenhof. The coaching inn on the Söllweg is owned by Jakob and Klara Toller. It's a clean establishment with good food and drink. A light-coloured pilsner called Tollner's Special is available for 1/1 for a pint.

Durbheim

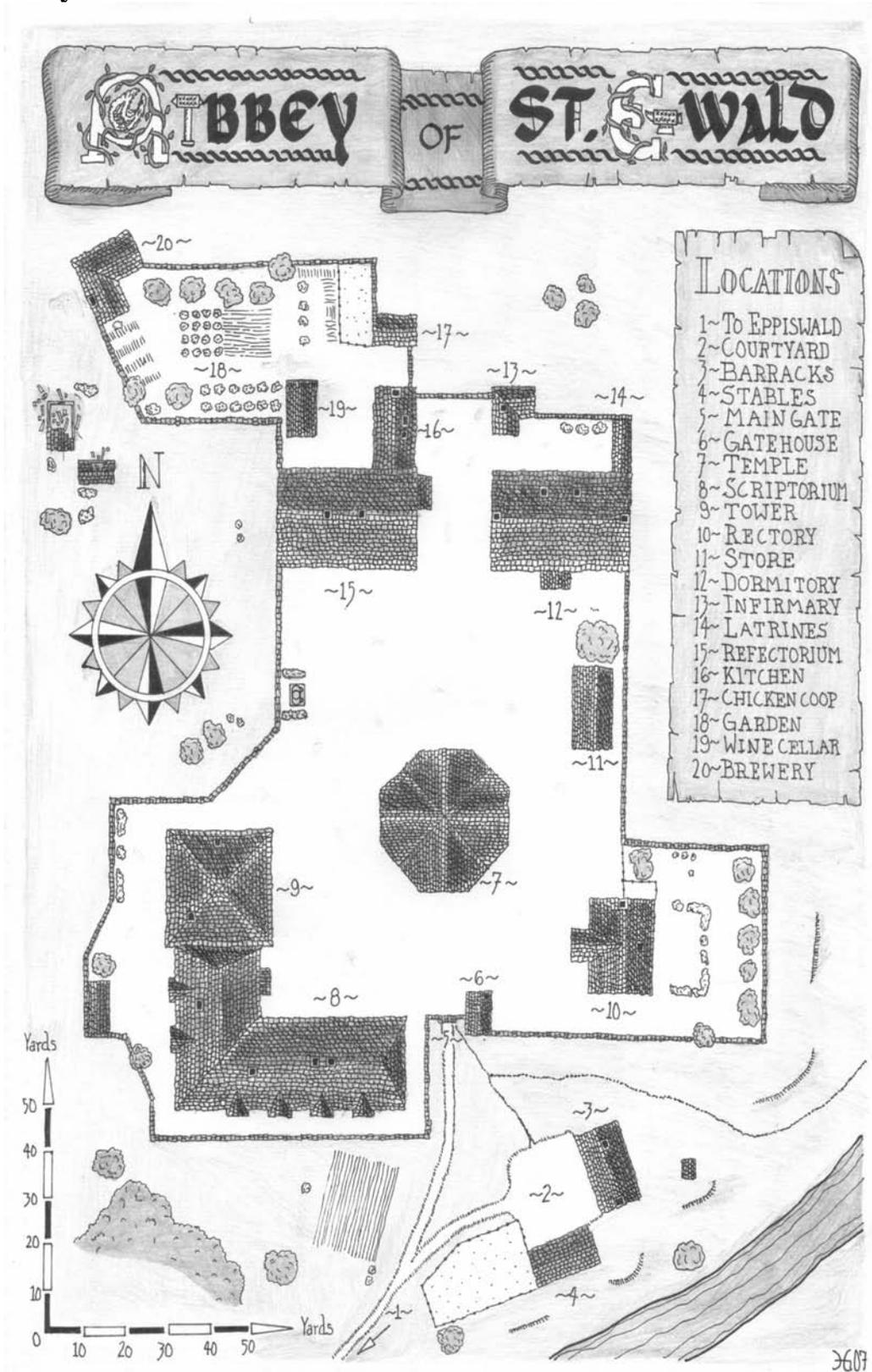
Durbheim is 20 miles upriver from Pfeildorf and within the Barony of Toppenheim, as is the Sudenland capital. The farming village of 92 is led by the Headman, Rolf Zweig. In addition to patrolling the local stretch of the Söllweg, the roadwardens based in Durbheim ride the Wilden Road to the village of Bernau.

The *Inn of the Stork and Fox* is the only inn in the village, doubling as a riverside and coaching inn. The establishment was recently owned by Bernd and Susi Olp. The two still run the inn, but as managers for the newly formed Ecclestein Hostelrys of Pfeildorf. The fare is of average quality as are the standard ale and wine. In addition, the Olps sell Schwarzbrunn Pilsner for 1/1 a pint as well as Schwarzbrunn Dark Bitter for 1/6.

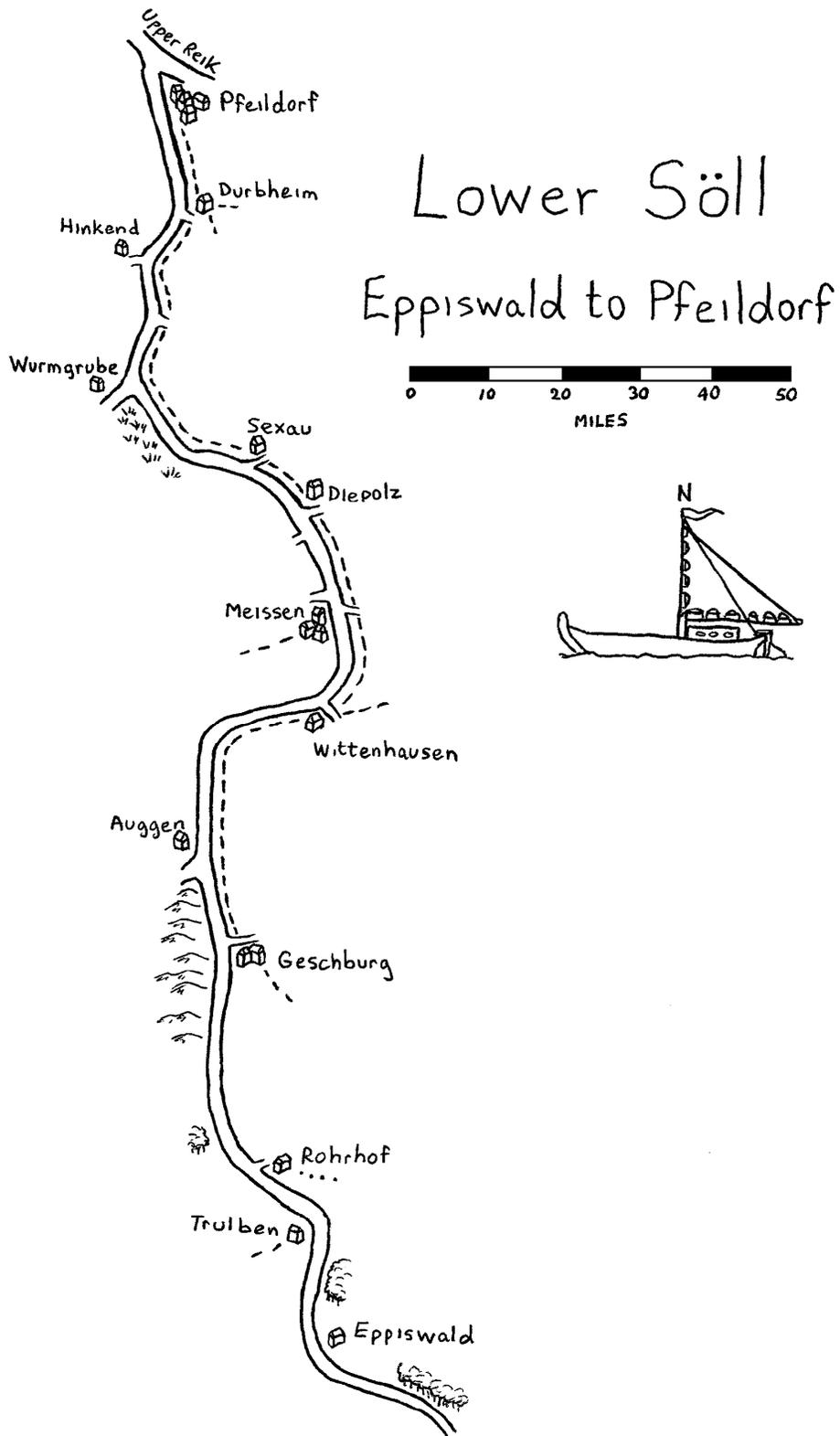
Pfeildorf

Pfeildorf is the provincial capital of Sudenland as well as its largest town. Details about Pfeildorf and its surrounding villages can be found in the **Pfeildorf** sourcebook.

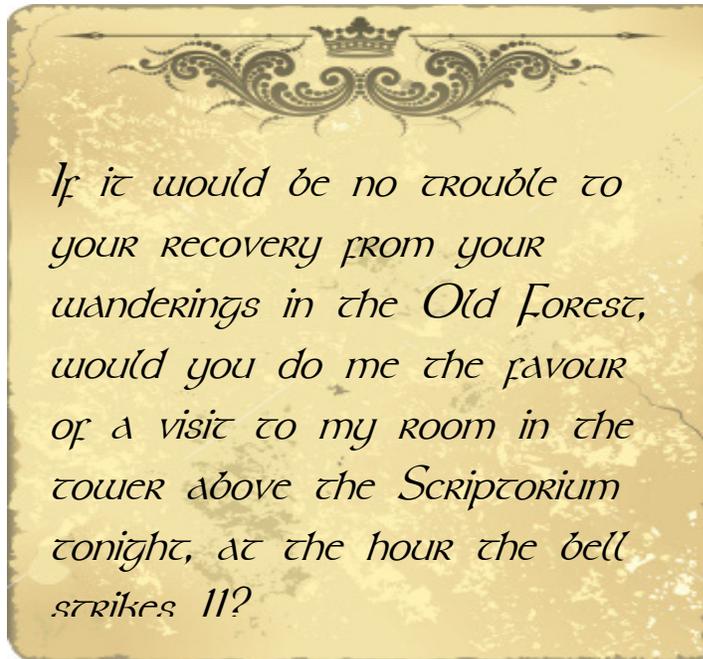
Map 1. Abbey of St. Ewald



Map 2. From Eppiswald to Pfeildorf



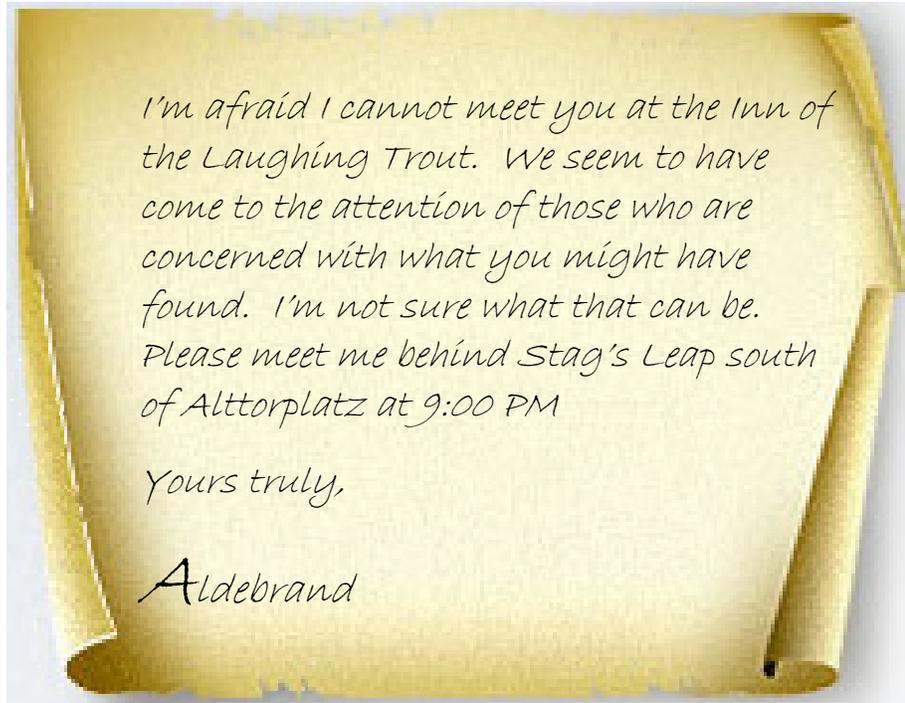
Handout #1



Handout #2



Handout #3



Handout #4

Fr. Humfried,

Since I reported to you that I was being watched by unknown persons a few days back, I am beginning to fear for my life. I still have no idea why I have drawn such attention.

While being trapped in my flat, I have taken time to reflect how I came to this state of affairs.

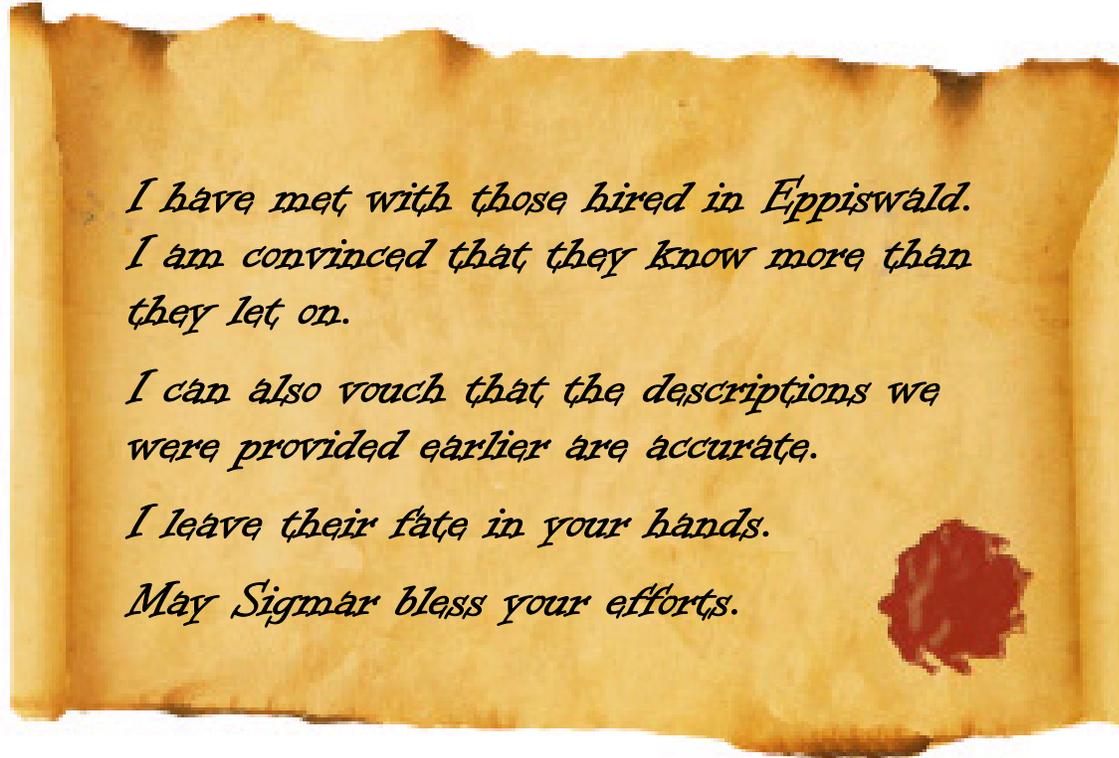
I have concluded that the Lessing affair is the cause of all this. I would never have thought that the search for a missing verenan scholar would bring such attention from the Church of Sigmar. In hindsight, Fr. Feodor seemed too concerned about the effort in Eppiswald without once answering our questions about their effort near Übersreik.

Perhaps we together can meet with Herr Krönert after I meet tonight with those I hired in Eppiswald. I have sent word to them about the meeting place.

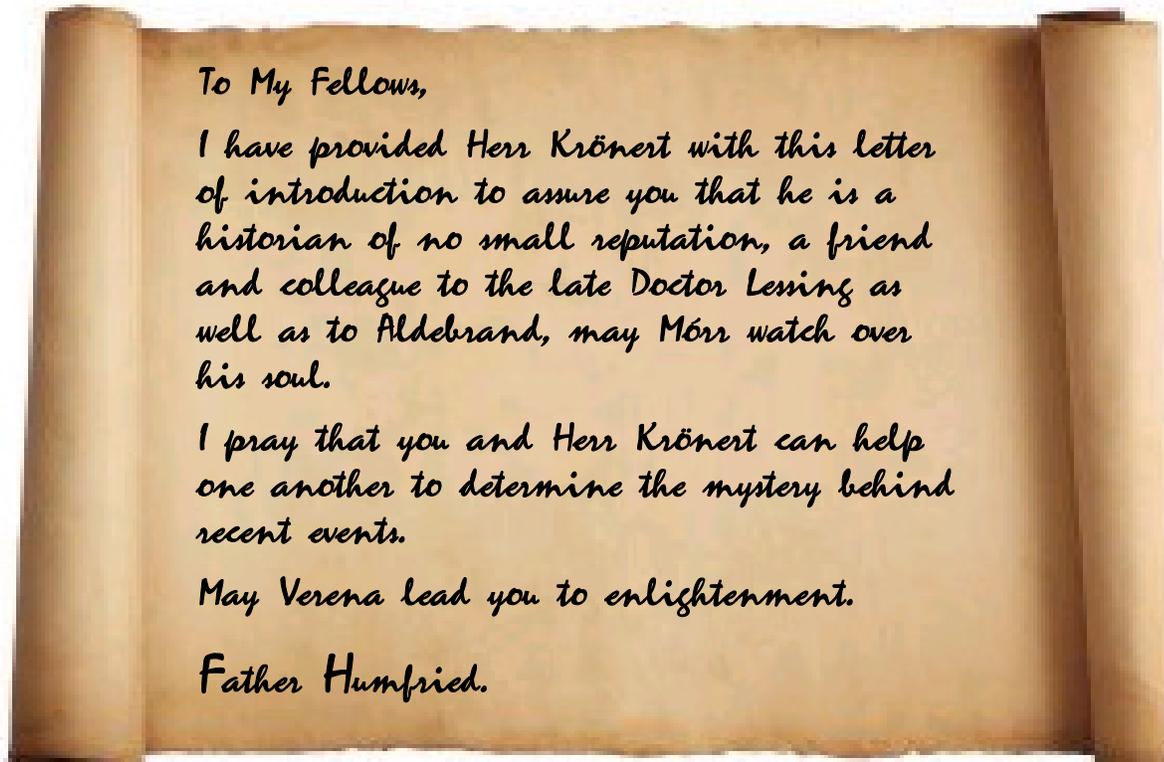
Yours truly,

Aldebrand

Handout #5



Handout #6



Handout #7

